

BOOK of GAMES



FLESHscan

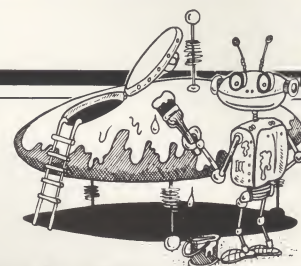
TERMINATE+++++

ANDROID
CONFIRMED
TARGET
LOCKED+++

CONTENTS

Cover by
Jeff Riddle

A WORD FROM



Hi there, gamers, it's time for another bumper Book of Games just in time to stop you getting bored during the summer holidays.

We think we've come up with another interesting and entertaining selection of programs sent in by our readers.

Besides being fun to play, they'll hopefully help you improve your programming skills.

All the games have been tried and tested by our team of reviewers. Bugs should be few and

THE EDITOR

far between — but if you have any problems, don't hesitate to call C&VG's Bug Hunter who will try and solve your problems.

And if these listings have inspired you to try your hand at coming up with a game of your own, we may be able to publish it.

METEOR CBM 64

The star fleet has been destroyed and your ship is the only survivor. Now a meteor storm strikes. Can you make it back to the Mother Ship?

4

KEYCHASE BBC

Find the scattered keys to unlock the door to success. But beware the Pacmen who are bent on your destruction.

8

BREAKOUT UNEXPANDED VIC 20

Another brick in the wall... and a whole lot of points to be won by breaking out.

10

SPECTRANAUT AMSTRAD

Your space shuttle runs out of fuel and is forced to crashland on a hostile planet. But to collect more fuel you must brave the planet's perils.

12

RED FRED SPECTRUM

Snakes Alive! Red Fred's in peril as he jumps from block to block painting his pyramid. Will the snake and the bouncing ball beat him?

15

POWERBOAT ATARI

Oh Buoy! High speed action as you collect the yellow buoys but steer clear of the red ones.

18

TIMEBOMB UNEXPANDED VIC 20

Time ticks on. It could be seconds before it explodes. But having defused one bomb, another appears. Can you keep your nerve?

20

SKYWALKER BBC

Test your skills with a Light Sabre against deadly bolts of energy. Quick wits are needed in this skirmish.

22

CATERPILLAR AMSTRAD

Creepy-crawly capers among the mushrooms. The more you eat, the more you score.

26

SHOWJUMPING ATARI

Test your horse sense. Have you the skill to guide your trusty mount over the jumps?

28

SEWER RATS CBM 64

Venture down into the rat-infested sewers. But watch out that they do not make a meal of you!

30

ROCK FALL SPECTRUM

Diamonds may be forever but you won't be as you hunt these precious stones in a rock fall.

32

SEND US YOUR GAMES!



Have you written a games program that you'd like to see printed within C&VG? You have? Then fill in this form and rush it to us at Computer & Video Games, Program Listings, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We pay £25 for each listing we print — so get your game to us today!

We'd also like you to send us a photograph of yourself — it doesn't matter how silly you look — so we can feature your smiling face alongside your listing and make you REALLY famous. Money and fame — what more could you ask for?

Please fill in the form below carefully so we know exactly what's going on in your game. And please include full instructions and program details along with your tape. Don't forget to keep a copy of your game for yourself. We're afraid that we can't return your tapes to you.

Talking of tapes — that's how we'd like you to send your games in to us. On tape or disc — with a listing if you have a printer.

Lots of our readers have been asking just what happens to their games when they arrive at C&VG. Well, we send them out to our team of hard working reviewers who let us know just what they think of your game. If they like it, your tape will go into our

"to be published" files. And that's where the waiting starts. We receive several hundred tapes each month — and loads of them are printable. So it can take quite a while to see your game in print. But we like to think that it's worth the wait!

And starting here and now you could become C&VG's Programmer of the Year — which we'll judge at Christmas time. So you could get an unexpected Christmas bonus. And don't worry those of you who already have had programs printed — you'll be eligible too!

Program name:.....

Machine make:.....Model.....

Other models it should run on:.....Number of K needed to run it:.....

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it:.....

Author's Christian name:.....Surname.....

Address:.....

.....

Tel:.....Date:.....

Type of game: (If original please say so).....

Loading instructions:.....

Game instructions: (If not included in the listing).....

.....

.....

Office use only

Date received:.....

Acknowledgement sent: ☐

Name of evaluator:

Date sent out:.....

Date due back:.....

Needs to be returned to author for alterations: ☐ Date sent:

Due to be published in..... issue of magazine.

Evaluator's comments

Good enough to publish ☐

Needs some tidying up ☐

Not worth publishing ☐

Same game already published on this micro ☐

Wouldn't load ☐



METEOR BY ALLAN SHORTT

All weapons are out, the rest of the fleet is destroyed, and you're stuck in the middle of a meteor storm, desperately trying to make it to the Mother Ship. I know what you're thinking: "Why does it always happen to me?!"

The idea of the game is to dodge the approaching chunks of rock to dock with the Mother Ship at the top of the screen. The keys are:

Cursor Right = RIGHT
Cursor Down = LEFT
Space Bar = UP

When typing in the listing, you'll often find words within square brackets, indicating the keys you should press. This method eliminates all those nasty-looking graphics characters. So:

[HOME] — Press the HOME key.
[RED] — Colour Red.
[s X] — Press key X whilst pressing SHIFT.
[c X] — Press key X whilst pressing C=.

```

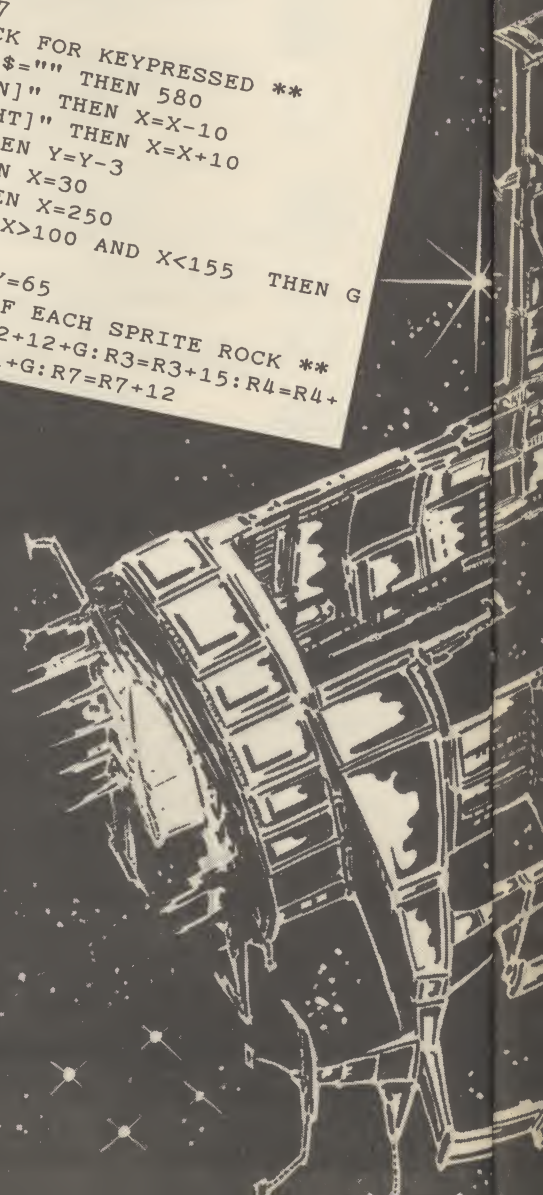
41 HIS=0
42 R1=10:R2=13:R3=9:R4=16:R5=14:R6=15:R7
=10
50 SOUND=10
60 EN%=9:SC=0:TR=0:U=55296:U1=1024
70 REM ** SET SOUND VARIABLES **
80 A1=54277:A2=54284:S1=54278:S2=54285:W
1=54276:W2=54283
90 H1=54273:H2=54280:L1=54272:L2=54279
110 POKE 53280,0:POKE 53281,0
120 PRINT "[CLEAR][WHITE][DOWN][DOWN][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][RIGHT]METEOR DODGER II"
130 PRINT "[WHITE][DOWN][DOWN][DOWN][DOW
N][RIGHT][RIGHT][RIGHT][RIGHT][RI
GHT]WRITTEN BY ALLAN SHORTT"
135 FOR Q=1 TO 500:NEXT Q
140 PRINT "[DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN][RVSON][RIGHT][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT]PRESS SPACE BAR TO STA
RT"
150 FOR A=55385 TO 55406
160 POKE A,INT(12*RND(1)+1)
170 GET A$:IF A$="" THEN NEXT A
180 IF A$=" " THEN 210
190 FOR Z=1 TO 20:NEXT
200 GOTO 150
210 REM *** SET UP VARIABLES FOR ROCKS **
*
230 GOSUB 990
240 GOSUB 1060
250 GOTO 1630
260 REM *** PRINT UP SCORE AND ENERGY **
270 POKE 53280,0:POKE 53281,0
280 PRINT"[CLEAR]";
290 PRINT "[HOME][RED][RVSON]
";
300 PRINTTAB(30);"[RVSOFF][WHITE]ENERGY=
";EN%:" ";
310 PRINT "[c C][c Y][c U][c *][RVSON]
[RVSOFF][sEP][c Y][c T][
HOME
c V]"
320 PRINT " [c T][c T][c T][c T][c Y][
c Y][c U][c U][c *][c U][c U][c U][
sEP][c U][c U][c U][c Y][c Y][c T][c T][
c T]";
330 PRINT TAB(30);"[WHITE][DOWN][DOWN][D
OWN]SCORE";SC:" "
331 PRINT TAB(30);"[DOWN]TRIP";TR
335 PRINT TAB(30);"[DOWN][DOWN][DOWN][DO
WN][DOWN][DOWN]HI ":"HIS
340 REM ** POSITION SPRITES ON SCREEN **
350 X1=100:X2=200:X3=230:X4=150:X5=30

```

```

355 R1=RND(100):R2=RND(100):R3=RND(100):
R4=RND(100):R5=RND(100):R6=RND(100):
356 R7=RND(100)
360 X6=110:R6=30:X7=220:R7=30
370 X=127:Y=220
380 REM ** COLOUR FOR ALL SPRITES ***
390 POKE V+29,130
400 POKE V+23,130
410 POKE V+39,1
420 POKE V+40,13
430 POKE V+41,8
440 POKE V+42,3
450 POKE V+44,8
460 POKE V+45,13
470 POKE V+46,7
480 REM ** CHECK FOR KEYPRESSED **
490 GET A$:IF A$="" THEN 580
500 IF A$="[DOWN]" THEN X=X-10
510 IF A$="[RIGHT]" THEN X=X+10
520 IF A$=" " THEN Y=Y-3
530 IF X<=30 THEN X=30
540 IF X>=250 THEN X=250
550 IF Y<=65 AND X>100 AND X<155 THEN G
OSUB 1830
560 IF Y<65 THEN Y=65
570 REM ** SPEED OF EACH SPRITE ROCK **
580 R1=R1+9:G:R2=R2+12+G:R3=R3+15:R4=R4+
10:R5=R5+9:R6=R6+11+G:R7=R7+12

```



C8764

```
581 POKE U1,194:POKEU1-1,160
582 U1=U1+1
584 IF U1>=1053 THEN U1=1024
590 REM ** SEE IF SPRITE HITS BOTTEM **
600 IF R1>=255 THEN R1=30:SC=SC+10:GOSUB
1540:GOSUB1190:POKEV+2,X1:POKEV+3,R1
610 IF R2>=255 THEN R2=30:GOSUB 1540:GOS
UB 1200:POKEV+4,X2:POKEV+5,R2
620 IF R3>=255 THEN R3=30:GOSUB 1540:GOS
UB 1210:POKEV+6,X3:POKEV+7,R3
630 IF R4>=255 THEN R4=30:GOSUB 1540:GOS
UB 1220:POKEV+8,X4:POKEV+9,R4
640 IF R5>=255 THEN R5=30:GOSUB 1540:GOS
UB 1230:POKEV+10,X5:POKEV+11,R5
650 IF R6>=255 THEN R6=30:GOSUB 1540:GOS
UB 1240:POKEV+12,X6:POKEV+13,R6
660 IF R7>=255 THEN R7=30:GOSUB 1540:GOS
UB 1250:POKEV+14,X7:POKEV+15,R7
```

```
670 REM ** CHECK FOR SPRITES COLLISION *
680 IF (PEEK(V+30)AND1)=1 THEN GOSUB 127
0:GOSUB 1320
690 IF (PEEK(V+30)AND1)=3 THEN GOSUB 127
0:GOSUB 1330
700 IF (PEEK(V+30)AND1)=5 THEN GOSUB 127
0:GOSUB 1340
710 IF (PEEK(V+30)AND1)=9 THEN GOSUB 127
0:GOSUB 1350
720 IF (PEEK(V+30)AND1)=17 THEN GOSUB 127
0:GOSUB 1360
730 IF (PEEK(V+30)AND1)=33 THEN GOSUB 127
0:GOSUB 1370
740 IF (PEEK(V+30)AND1)=65 THEN GOSUB 127
0:GOSUB 1380
750 IF (PEEK(V+30)AND1)=129 THEN GOSUB 127
0:GOSUB 1390
760 REM ** POSITION SPRITES ON SCREEN *
770 POKE V+21,255
780 POKE V+40,255
790 POKE V+0,X
800 POKE V+1,Y
810 POKE V+2,X1
820 POKE V+3,R1
830 POKE V+4,X2
840 POKE V+5,R2
850 POKE V+6,X3
860 POKE V+7,R3
870 POKE V+8,X4
880 POKE V+9,R4
890 POKE V+10,X5
900 POKE V+11,R5
910 POKE V+12,X6
920 POKE V+13,R6
930 POKE V+14,X7
940 POKE V+15,R7
950 POKE 54296,SOUND:POKE A1,128:POKE S1
,128:POKE W1,129:POKE H1,5:POKE L1,R1
```

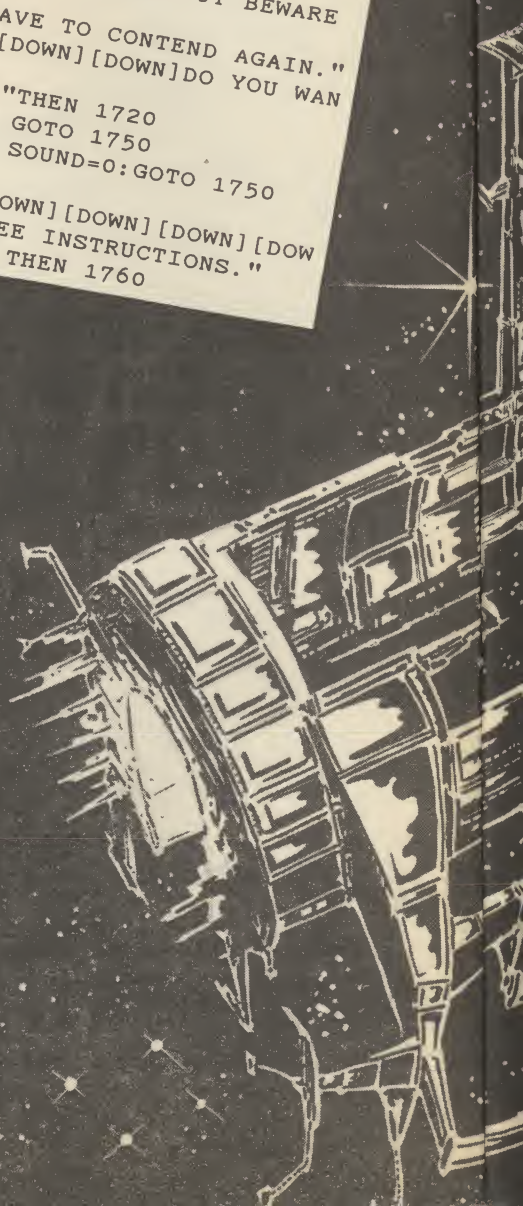

METEOR BY ALLAN SHORTT

```
960 IF EN%<1 THEN 1410
980 GOTO 490
990 PRINT"[CLEAR]";
1000 REM ** MAKE UP EACH SPRITE ***
1010 V=53248
1020 POKE 2040,13
1030 FOR S=0 TO 62:READ D:POKE 832+S,D
1040 NEXT S
1050 RETURN
1060 POKE 2041,14:POKE 2042,14:POKE 2043
,14:POKE 2044,14:POKE 2045,14
1070 POKE 2046,14:POKE 2047,14
1080 FOR S=0 TO 62:READ D:POKE 896+S,D:N
EXT
1090 RETURN
1100 DATA 64,0,2,64,0,2,224,0,7,224,0,7,
160,0,5,160,0,5,160,24,5,160,24,5
1110 DATA 240,24,15,176,60,13,184,126,29
,184,91,29,190,91,125,254,126,127
1120 DATA 255,255,255,191,255,255,191,25
5,253,223,255,253,223,231,143
1130 DATA 103,231,206,63,195,252
1140 DATA 3,224,0,3,254,0,7,255,0,15,255
,224,31,255,240,63,255,224
1150 DATA 63,255,224,63,255,252,127,255,
254,127,255,254,127,255,254
1160 DATA 127,255,252,127,255,252,63,255
,252,63,255,248,63,255,224
1170 DATA 30,255,192,6,127,224,0,63,128,
0,6,0,0,0,0
1180 REM ** POSITION SPRITE AT RANDOM **
1190 X1=INT(250*RND(1)+1):RETURN
1200 X2=INT(250*RND(1)+1):RETURN
1210 X3=INT(250*RND(1)+1):RETURN
1220 X4=INT(250*RND(1)+1):RETURN
1230 X5=INT(250*RND(1)+1):RETURN
1240 X6=INT(250*RND(1)+1):RETURN
1250 X7=INT(250*RND(1)+1):RETURN
1260 GOTO 490
1270 EN%=EN%-1
1280 IF EN%<1 THEN 1320
1290 PRINT "[HOME]";TAB(37);EN%
1300 RETURN
1310 REM ** MOVE SPRITE TO TOP OF SCREEN
1320 POKE V+0,X:POKE V+1,Y:RETURN
1330 POKE V+2,30:POKE V+3,20:RETURN
1340 POKE V+4,60:POKE V+5,20:RETURN
1350 POKE V+6,90:POKE V+7,20:RETURN
1360 POKE V+8,100:POKE V+9,20:RETURN
1370 POKE V+10,110:POKE V+11,20:RETURN
1380 POKE V+12,140:POKE V+13,20:RETURN
1390 POKE V+14,180:POKE V+15,20:RETURN
1400 IF EN%>=1 THEN RETURN
1410 REM ** GAME OVER ROUTINE **
1420 POKE 54296,0
1430 ZZ=1
1440 GOSUB 1840
1450 ZZ=0
1460 POKE 53280,0:POKE 53281,0
1470 PRINT "[CLEAR]" GAME OVER "
1480 PRINT "[HOME]";
1490 PRINT "[WHITE][DOWN][DOWN][DOWN][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT]YOU SCORED :";SC
1495 IF SC>HIS THEN HIS=SC
1500 PRINT "[DOWN][DOWN][DOWN][DOWN][DOW
```

```

0] [DOWN] [DOWN] [DOWN] [DOWN] [DOWN] [DOWN] [D
OWN] [DOWN] [DOWN] [DOWN] PRESS ANY KEY TO P
LAY AGAIN "
1510 FOR A=1 TO 2000:NEXT
1520 GET A$:IF A$="" THEN 1520
1530 RESTORE GOTO 42
1540 SC=SC+1
1550 PRINT "[HOME]";TAB(35);"[WHITE][DOWN
N][DOWN][DOWN][DOWN][DOWN]";SC:RETURN
1610 REM ** INSTRUCTIONS ***
1620 GOTO 260
1630 PRINT "[CLEAR][WHITE]";
1640 PRINT "[DOWN][DOWN]YOU ARE ABOUT TO
ENTER A ASTROID BELT"
1650 PRINT"WHERE YOU HAVE TO DODGE THE A
STROIDS IN"
1660 PRINT "ORDER TO SURVIVE. YOUR LAZE
RS HAVE BEEN";
1670 PRINT "SMASHED TO PIECES, SO HAS MO
ST OF YOUR "
1680 PRINT "SPACE SHIP. IF YOU REACH YO
UR PLANET"
1690 PRINT "YOU WILL SURVIVE BUT BEWARE
YOU SHALL"
1700 PRINT "SOON HAVE TO CONTEND AGAIN."
1710 PRINT "[DOWN][DOWN][DOWN]DO YOU WAN
T SOUND (Y/N)"
1720 GET A$:IF A$=""THEN 1720
1730 IF A$="Y" THEN GOTO 1750
1740 IF A$="N" THEN SOUND=0:GOTO 1750
1750 PRINT "[DOWN][DOWN][DOWN][DOWN][DOW
N]PRESS ANY KEY TO SEE INSTRUCTIONS."
1760 GET A$:IF A$="" THEN 1760

```



COM 64

```

1770 PRINT "[CLEAR][WHITE]";
1780 PRINT "[DOWN][DOWN][DOWN][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][CURSOR RIGHT
] = LEFT
1790 PRINT "[DOWN][RIGHT][RIGHT][RIGHT][RI
GHT][RIGHT][CURSOR DOWN] = RIGHT
1800 PRINT "[DOWN][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][SPACE BAR] = UP"
1810 FOR A=1 TO 2000:NEXT
1820 GOTO 260
1830 REM MOVE SPRITES TO TOP OF SCREEN
1831 POKE 54296,15
1832 POKE A1,128:POKE S1,128:POKE W1,33
1833 FOR Z=1 TO 125
1834 POKE H1,Z:POKE L1,Z+50
1835 NEXT Z
1840 POKE 54296,SOUND
1850 POKE A2,128:POKE S2,128:POKE W2,129

```

```

1860 FOR T=1 TO 50
1870 C=INT(12*RND(1)+2)
1880 POKE H2,INT(6*RND(1)+1):POKE L2,INT
(200*RND(20)+10)
1890 POKE 53280,C:POKE 53281,C/2
1900 NEXT T
1910 POKE 54296,0:POKE A2,0:POKE S2,0:PO
KE W2,0
1915 SC=SC+(EN%*10)
1920 POKE V+0,0:POKE V+1,0
1930 POKE V+2,0:POKE V+3,0
1940 POKE V+4,0:POKE V+5,0
1950 POKE V+6,0:POKE V+7,0
1960 POKE V+8,0:POKE V+9,0
1970 POKE V+10,0:POKE V+11,0
1980 POKE V+12,0:POKE V+13,0
1990 POKE V+14,0:POKE V+15,0
2000 IF ZZ=1 THEN RETURN
2010 PRINT "[CLEAR]";
2015 TR=TR+1
2020 POKE 53280,6:POKE 53281,6
2030 PRINT CHR$(5);
2040 PRINT "[HOME][DOWN][DOWN]YOU HAVE D
ONE WELL !!!"
2050 PRINT "BUT DARE YOU TRY AGAIN AND K
EEP THE "
2060 PRINT "SCORE ROLLING"
2070 PRINT "[DOWN][DOWN][DOWN][DOWN][DOW
N][DOWN][RVSON][RIGHT][RIGHT][RIGH
T][RIGHT]PRESS ANY KEY TO CONTINUE"
2075 FOR T=1 TO 700:NEXTT
2080 GET A$:IF A$="" THEN 2080
2090 PRINT"[CLEAR]";:EN%=9:G=G+2:IFG>10T
HENG>=10:PRINT"[HOME][DOWN][DOWN][DOWN]
[DOWN][DOWN][DOWN][DOWN]";TAB(34);TR
2110 GOTO 270

```

[D
P

```

1860 FOR T=1 TO 50
1870 C=INT(12*RND(1)+2)
1880 POKE H2,INT(6*RND(1)+1):POKE L2,INT
(200*RND(20)+10)
1890 POKE 53280,C:POKE 53281,C/2
1900 NEXT T
1910 POKE 54296,0:POKE A2,0:POKE S2,0:PO
KE W2,0
1915 SC=SC+(EN%*10)
1920 POKE V+0,0:POKE V+1,0
1930 POKE V+2,0:POKE V+3,0
1940 POKE V+4,0:POKE V+5,0
1950 POKE V+6,0:POKE V+7,0
1960 POKE V+8,0:POKE V+9,0
1970 POKE V+10,0:POKE V+11,0
1980 POKE V+12,0:POKE V+13,0
1990 POKE V+14,0:POKE V+15,0
2000 IF ZZ=1 THEN RETURN
2010 PRINT "[CLEAR]";
2015 TR=TR+1
2020 POKE 53280,6:POKE 53281,6
2030 PRINT CHR$(5);
2040 PRINT "[HOME][DOWN][DOWN]YOU HAVE D
ONE WELL !!!"
2050 PRINT "BUT DARE YOU TRY AGAIN AND K
EEP THE "
2060 PRINT "SCORE ROLLING"
2070 PRINT "[DOWN][DOWN][DOWN][DOWN][DOWN]
N][DOWN][DOWN][RVSON][RIGHT][RIGHT][RIGH
T][RIGHT]PRESS ANY KEY TO CONTINUE"
2075 FOR T=1 TO 700:NEXTT
2080 GET A$:IF A$="" THEN 2080
2090 PRINT"[CLEAR]";:EN%=9:G=G+2:IFG>10T
HENG>=10:PRINT"[HOME][DOWN][DOWN][DOWN]
DOWN][DOWN][DOWN][DOWN]";TAB(34);TR
2110 GOTO 270

```


KEYCHASE BY PAUL EVANS

Fortunately, there are only two keys to master in this fast action levels-and-ladders game for the BBC micro. These are: Z — left X — right.

The object of the game is to collect the keys which you'll find scattered about the screen, then return to the starting door to move onto the next screen. You move up a level simply by running into a ladder, and down again by dropping through any of the holes in the floors.

Just to make things a little more complex, you'll find yourself pursued by Pacmen, bent on your destruction. These will move relatively slowly on the first screen, but speed up later on, whilst you find yourself slowing in comparison.

Finally a tip from the author: "Move at just the same speed as the Pacmen, because they can match any speed that you move at."

```

10 MODE2
11 GOTO11000
15 *FX11,0
20 PROCUDGS
30 VDU23;8202;0;0;0;
39 PR=1:PS=1
40 MX=967:MY=127:AX=135:AY=991:BX=839
:BY=607:CX=7:CY=511:SO=0:OS=0:S=0:P1=64:
P2=64:P3=64:MZ=130
50 GOTO2000
110 GOTO50
1000DEFFPROCUDGS
1010 VDU23,128,28,12,72,62,9,20,34,17
1020 VDU23,129,56,48,18,124,144,40,68,1
36
1030 VDU23,130,28,28,8,127,8,20,34,65
1040 VDU23,131,66,126,66,126,66,126,66,
126
1050 VDU23,132,90,255,255,255,255,255,2
53,152
1060 VDU23,133,18,63,127,63,31,63,127,5
0
1070 VDU23,134,72,252,254,252,248,252,2
54,76
1080 VDU23,135,0,0,32,80,95,85,32,0
1090 VDU23,136,8,8,8,24,24,8,8,8
1100 VDU23,137,60,126,252,248,252,126,6
0,0
1110 VDU23,138,60,126,63,31,63,126,60,0
1120 VDU23,139,68,238,254,254,254,124,5
6,0
1130 VDU23,140,255,255,255,255,255,255,
255,255
1140 ENDPROC
2000 VDU4:REM SCREEN I
2010 CLS:COLOURLC:PRINT"SCREEN NUMBER:
";PS
2020 COLOUR13:PRINT" "":VDU1
35:PRINT:COLOUR1:VDU133,132,132,132,134:
COLOUR0:VDU140:COLOUR1:VDU133,132,132:CO
LOUR7:VDU131:COLOUR1:VDU132,132,132,132,
132,132:COLOUR7:VDU131:COLOUR1:VDU132,13
2,134
2030 COLOUR7:PRINT" "":VDU131:P
RINT" "":VDU131:PRINT:PRINT"
":VDU131:PRINT" "":VDU131:PRINT
2040 COLOUR1:VDU133,134:COLOUR0:VDU140:

```

```

COLOUR1:VDU133,132:COLOUR7:VDU131:COLOUR
1:VDU134:COLOUR0:VDU140:COLOUR1:VDU133,1
32,132:COLOUR7:VDU131:COLOUR1:VDU132,132
,132,132,132,132,132,134
2050 COLOUR7:PRINT" "":VDU131:PRINT
" "":VDU131:PRINT:COLOUR13:VDU135:CO
LOUR7:PRINT" "":VDU131:PRINT" "":
VDU131:PRINT
2060 COLOUR1:VDU133,132,134:COLOUR0:VDU
140:COLOUR1:VDU133,132,132,132,132,132,1
32,132,132,132,132,132,132:COLOUR7:V
DU131:COLOUR1:VDU134
2070 COLOUR7:PRINT" "":
VDU131:PRINT:COLOUR7:PRINT"
":VDU131:PRINT
2080 COLOUR1:VDU133,134:COLOUR0:VDU140:
COLOUR1:VDU133,132,132,132,132,132,132:C
OLOUR7:VDU131:COLOUR1:VDU134:COLOUR0:VDU
140:COLOUR1:VDU133,132,132:COLOUR7:VDU13
1:COLOUR1:VDU132,132,134
2090 PRINT" "":COLOUR7:VDU131:
PRINT" "":VDU131:PRINT:PRINT"
":COLOUR7:VDU131:PRINT" "":VDU13
1:PRINT
2100 COLOUR1:VDU133,132,132,132,132,132,134
:COLOUR0:VDU140:COLOUR1:VDU133:COLOUR7:V
DU131:COLOUR1:VDU132,132,132,132,132,132
,132,132,132,132,134
2110 COLOUR7:PRINT" "":VDU131:PR
INT:PRINT" "":VDU131:PRINT"
":COLOUR13:VDU135:COLOUR0:VDU140
2120 COLOUR1:VDU133,132,134:COLOUR0:VDU
140:COLOUR1:VDU133,132,132,132,132,132,1
32,132,132:COLOUR7:VDU131:COLOUR1:VDU132
,132,132,132,132,134
2130 PRINT" "":COLOUR7:VDU1
31:PRINT:COLOUR0:VDU140:COLOUR13:VDU135:
PRINT" "":COLOUR7:VDU131:PRINT
2140 COLOUR1:VDU133,132,132,132,132,132,132
:COLOUR7:VDU131:COLOUR1:VDU134:COLOUR0:V
DU140:COLOUR1:VDU133,132,132,132,132,132
,132,132:COLOUR7:VDU131:COLOUR1:VDU132,1
34
2150 PRINT" "":COLOUR7:VDU131:PRIN
T" "":VDU131:PRINT:PRINT"
":COLOUR7:VDU131:PRINT" "":VDU
131:PRINT
2160 COLOUR1:VDU133,132,132:COLOUR7:VDU
131:COLOUR1:VDU132,132,132,132,132,134:C
OLOUR0:VDU140:COLOUR1:VDU133,132:COLOUR7
:VDU131:COLOUR1:VDU132,132,132,132,132,1
34
2170 COLOUR7:PRINT" "":VDU131:PRINT"
":VDU131:PRINT:PRINT" "":VDU1
31:PRINT" "":COLOUR13:VDU135:COLOUR7:
PRINT" "":VDU131:PRINT
2180 COLOUR1:VDU133:COLOUR7:VDU131:COLO
UR1:VDU132,132,132,132,134:COLOUR0:VDU14
0:COLOUR1:VDU133,132,132,132,132,132,132
,132,132,132,132,134
2190 COLOUR7:PRINT" "":VDU131:PRINT:PRI
NT" "":VDU131:PRINT" "":COL
OUR11:VDU136:PRINT
2200 COLOUR1:VDU133,132,132,132,132,132,132
,132,132,132,132,132,132,132,132,132

```


88C

```

,132: COLOUR7:VDU131:COLOUR1:VDU132,134
2210 PRINT"                ";;COLOUR7:
VDU131:PRINT:PRINT"                ";:C
OLOUR7:VDU131
2215 VDU5:MOVEMX,MY:GCOL0,5:VDU130:MOVE
AX,AY:GCOL0,3:VDU139

2220 GOSUB8000:IFSO=-1THENS0=0:PS=PS+1:
PR=PR+1:GOTO40
2225 IFPS=7ORPS=13ORPS=19ORPS=25ORPS=31
ORPS=37ORPS=43ORPS=49ORPS=55ORPS=61THENP
R=1
2230 IFPR=3ORPR=6THENGOSUB9010:GOSUB902
0:GOSUB9000:GOTO2300
2240 IFPR=2ORPR=5THENGOSUB9000:GOSUB901
0:GOTO2300
2250 GOSUB9000
2300 IFOS=-1THEN10000
2310 GOTO2220
8000 SOUND2,-10,77,1:BN=50-2*PS
8001 IFBN<1THENBN=2
8010 A$=INKEY$(BN):IFA$=""THENMOVEMX,MY
:GCOL0,5:VDUMZ:RETURN
8020 IFA$<"Z"THEN8030
8025 IFMX>64THENMX=MX-64:GOTO8050
8027 RETURN
8030 IFA$<"X"THEN8040
8035 IFMX<1215THENMX=MX+64:GOTO8050
8040 RETURN
8050 IFPOINT(MX+32,MY-16)<>11THEN8060
8055 IFS=5THENS=0:GOTO8600
8057 GOTO8500
8060 IFPOINT(MX+32,MY-20)<>7THEN8070
8062 IFA$="Z"THENMOVEMX+64,MY:GCOL0,0:V
DU140
8063 IFA$="X"THENMOVEMX-64,MY:GCOL0,0:V
DU140
8065 FORI=1TO3:MY=MY+32:MOVEMX,MY:GCOL0
,5:VDU130:MOVEMX,MY-32:GCOL0,0:VDU130:MO
VEMX,MY-32:GCOL0,7:VDU131:SOUND2,-10,97+
I*40,1:NEXTI:IFPOINT(MX+32,MY-20)<>7THEN
8020
8066 GOTO8060
8070 IFPOINT(MX+32,MY-44)<>0THEN8080
8072 IFA$="Z"THENMOVEMX+64,MY:GCOL0,0:V
DU140
8073 IFA$="X"THENMOVEMX-64,MY:GCOL0,0:V
DU140
8075 FORI=1TO3:MY=MY-32:MOVEMX,MY:GCOL0
,5:VDU130:MOVEMX,MY+32:GCOL0,0:VDU130:SO
UND2,-10,250-I*40,1:NEXTI:GOTO8020
8080 IFPOINT(MX+32,MY-16)=13THENS=S+1:M
OVEMX,MY:GCOL0,0:VDU140:SOUND3,-10,253,2
8090 IFPOINT(MX+32,MY-16)=3THENS=-1:RE
TURN
8399 SOUND1,-10,121,1
8400 IFA$="Z"THENMOVEMX,MY:GCOL0,5:VDU1
28:MOVEMX+64,MY:GCOL0,0:VDU140:MZ=128:RE
TURN
8410 IFA$="X"THENMOVEMX,MY:GCOL0,5:VDU1
29:MOVEMX-64,MY:GCOL0,0:VDU140:MZ=129:RE
TURN
8500 IFA$="Z"THENMX=MX+64:RETURN
8510 IFA$="X"THENMX=MX-64:RETURN
8600 REM CHANGE SCREEN
8650 SO=-1:RETURN
9000 MO=P1:X=AX:Y=AY:PROCCHASE:P1=MO:AX
=X:AY=Y:RETURN

```

```

9010 MO=P2:X=BX:Y=BY:PROCCHASE:P2=MO:BX
=X:BY=Y:RETURN
9020 MO=P3:X=CX:Y=CY:PROCCHASE:P3=MO:CX
=X:CY=Y:RETURN
9100 DEFPROCCHASE
9110 IFX+MO>1279THEN9500
9120 IFX+MO<0THEN9500
9125 SD=INT(RND(1)*3):IFSD=1THEN9130
9126 GOTO9140
9130 IFX>MX THEN MO=-64
9135 IFX<MX THEN MO=64
9140 IFPOINT(X+MO+32,Y-16)=11THEN9500
9150 IFPOINT(X+MO+32,Y-16)=13THEN9500
9160 IFPOINT(X+MO+32,Y-16)=5ORPOINT(X+M
O+32,Y-12)=5THENS=-1:ENDPROC
9165 IFX=MX AND Y=MY THEN OS=-1:ENDPROC

9170 PP=0:IFPOINT(X+MO+32,Y-20)<>7THEN9
180
9172 MOVEX,Y:GCOL0,0:VDU140
9175 FORI=1TO3:Y=Y+32:MOVEMO+X,Y:GCOL0,
3:VDU139:MOVEMO+X,Y-32:GCOL0,0:VDU139:MO
VEMO+X,Y-32:GCOL0,7:VDU131:SOUND2,-10,97
+I*40,1:NEXTI:X=X+MO:PP=1
9176 MOVEMX,MY:GCOL0,5:VDUMZ
9177
9180 IFPOINT(MO+X+32,Y-44)<>0THEN9190
9182 MOVEX,Y:GCOL0,0:VDU140
9185 FORI=1TO3:Y=Y-32:MOVEMO+X,Y:GCOL0,
3:VDU139:MOVEMO+X,Y+32:GCOL0,0:VDU139:SO
UND2,-10,250-I*40,1:NEXTI:X=X+MO:PP=1
9186 MOVEMX,MY:GCOL0,5:VDUMZ
9190 REM
9400 IFMO=-64THENX=X+MO:MOVEX,Y:GCOL0,3
:VDU138:MOVEX+64,Y:GCOL0,0:VDU140:GOTO99
98
9410 IFMO=64THENX=X+MO:MOVEX,Y:GCOL0,3:
VDU137:MOVEX-64,Y:GCOL0,0:VDU140:GOTO999
8
9500 MO=-MO
9998 REM
9999 ENDPROC
10000 MODE7:SOUND1,-10,5,15:PRINTTAB(10,
10);VDU141:PRINT"YOU'RE DEAD!!!"
10001 VDU141:PRINT"                YOU'RE D
EAD!!!"
10010 PRINT:VDU141:PRINT" YOU SCORED:";
PS*5+S
10020 VDU141:PRINT" YOU SCORED:";PS*5+S
10999 END
11000 CLS:INPUT"COLOUR OF PAC-MAN: "PMC
11010 INPUT"COLOUR OF YOU: "MC
11011 PRINT
11020 INPUT"KEY COLOUR: "KC
11021 PRINT
11030 INPUT"DOOR COLOUR: "DC
11031 PRINT
11040 INPUT"FLOOR COLOUR: "FC
11041 PRINT
11050 INPUT"LADDER COLOUR: "LC
11051 PRINT
11055 INPUT"BACKGROUND COLOUR: "BC
11060 VDU19,3,PMC,0,0,0:VDU19,5,MC,0,0,0
:VDU19,13,KC,0,0,0:VDU19,11,DC,0,0,0:VDU
19,1,FC,0,0,0:VDU19,0,BC,0,0,0:VDU19,7,L
C,0,0,0
11070 GOTO15

```


BREAKOUT BY MARK GANNON

This fast-action Vic-20 version of the classic game *Breakout* certainly deserves a look.

Use the keys:

“,” — Left “/” — Right

to move the bat. Hit the bouncing ball to destroy the rows of coloured bricks. The ball has an annoying habit of changing direction when it knocks a brick out of the wall, so you're never quite sure where it'll return.

The program loads in two sections which you'll have to save, one

after the other on tape. When typing in the listing, you'll often find words within square brackets, indicating the keys you should press. This method eliminates all those nasty-looking graphics characters.

So:

[HOME]	—	Press the HOME key.
[RED]	—	Colour Red.
[S X]	—	Press key X whilst pressing SHIFT.
[C X]	—	Press key X whilst pressing C =.

```

10 POKE36879,8
20 PRINT"[CLEAR][WHITE][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][RVSON]B
REAKOUT[RVSOFF]"
30 PRINT"[DOWN][CYAN]THE MOVEMENT KEYS A
RE:"
40 PRINT"[DOWN][DOWN][RIGHT][RIGHT][RIGH
T][RIGHT][RIGHT][YELLOW]LEFT","[RIGHT]RI
GHT"
50 PRINT"[DOWN][WHITE][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT][RIGHT],","[RIGH
T][RIGHT][RIGHT]/"
60 PRINT"[DOWN][DOWN][GREEN]THE LEFT SID
E OF THE [DOWN]BAT HITS ";
70 PRINT"THE BALL TO [DOWN]THE LEFT. TH
E RIGHT TO[DOWN]THE RIGHT."
80 FORI=1TO2000:NEXT:PRINT"[DOWN][DOWN][
WHITE][RIGHT][RIGHT][RIGHT][RIGHT][RI
OW[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]L
OADING"
90 FORI=1TO2000:NEXT:PRINT"[BLACK][DOWN]
[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOW
N][DOWN][DOWN]"
100 POKE198,5:POKE631,78:POKE632,69:POKE
633,87:POKE634,13:POKE635,131:END
    
```

```

10 S1=36875:V=36878:S2=36876:SC=0:BA=1:G
OTO60
20 UD=-UD:SC=SC+(PEEK(30720+W)AND15)*10:
PRINT"[HOME][GREEN]SCORE"SC
30 IFINT(SC/5600)*5600=SC THEN GOSUB420:IF
BA>1 THEN BA=BA-1
40 REM**BLIP WHEN BALLHITS BRICK**
50 POKES1+1,240:POKES1+1,0:RETURN
55 REM**MAIN LOOP**
60 A$="[DOWN][DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN][DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN][DOWN][DOWN][DOWN][DOWN][DO
WN][DOWN]":B$="[RIGHT][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT][RIGHT][RIGHT][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]
70 DEFFNZ(A)=INT(RND(1)*A):POKEV,15
80 C$="[WHITE][RVSON][RVSOFF]
[RVSON][RVSOFF]"
85 F$="[WHITE][RVSON][BLACK]
[WHITE][RVSOFF]"
90 GOSUB340
100 GOSUB420
110 P=11:Q=1:V=10:LR=1:UD=1
120 VI=V+(PEEK(197)=29)-(PEEK(197)=30):I
FVI<1ORVI>19 THEN VI=V
    
```


UNEXPANDED VIC 20

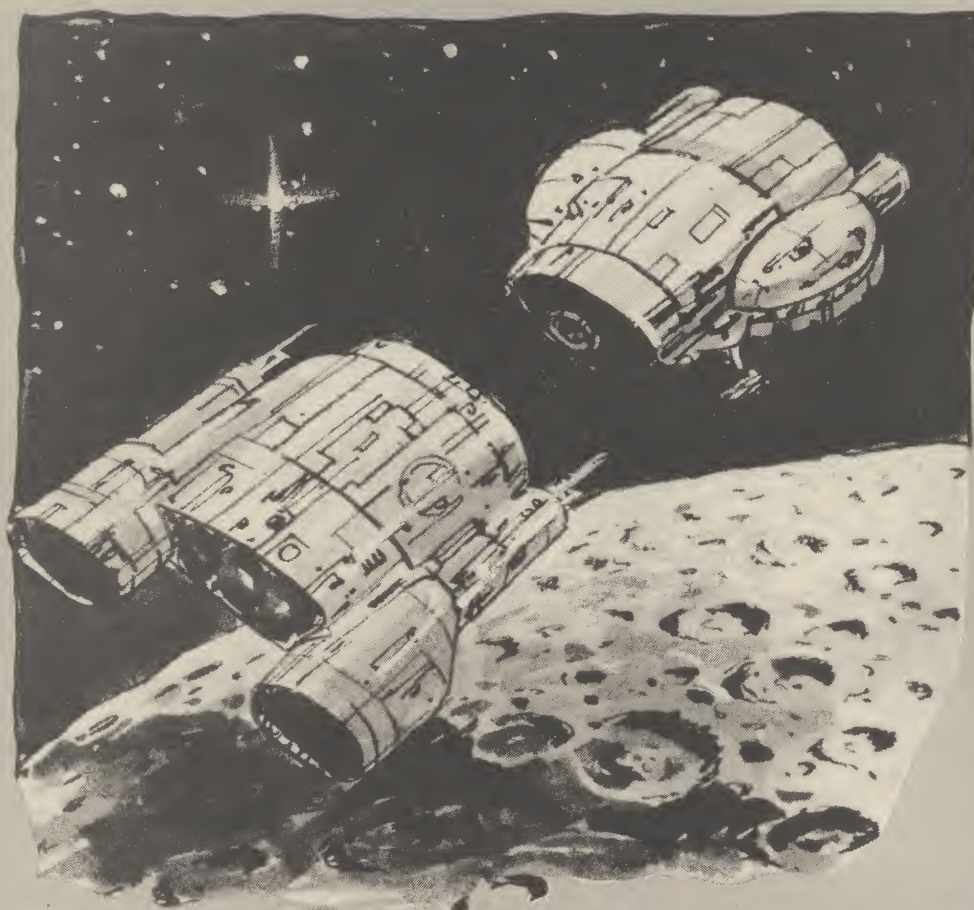
```

130 PRINT"[HOME]";A$;TAB(V);"[BLACK][RVSON] [RVSOFF][HOME]";A$;TAB(VI);"[WHITE][c T][c T]";:V=VI
135 IFPEEK(653)AND1THEN135
140 G=P+UD:IFG=2ORG=20THENUD=-UD:GOSUB480
150 F=Q+LR:IFF=1ORF=20THENLR=-LR
160 IFG=20ANDF<>1ANDF<>20THENLR=SGN(F-V-.5)
170 IFG=11ANDFNZ(3)=1ANDF<18ANDUD=1THENF=Q
180 IFPEEK(W+22)=160THEN230
190 W=G*22+F+7680:IFPEEK(W)=208THENGOSUB20
200 PRINT"[HOME]";LEFT$(A$,P);LEFT$(B$,Q)" "
210 PRINT"[HOME]";LEFT$(A$,G);LEFT$(B$,F)"[YELLOW][s Q]":Q=F:P=G
220 GOTO120
230 W=0:IFSC>HITHENHI=SC
235 IFBA=3THEN280
237 REM**MISSED BALL**
240 PRINT"[HOME]"A$"[UP][RVSON][WHITE]MISSED IT [RVSOFF]";
250 BA=BA+1:PRINT"[HOME][GREEN]"LEFT$(B$,20)BA
260 FORI=1TO1000:NEXT:PRINT"[HOME]"A$"[UP][UP]"C$C$F$;
270 GOTO110
275 REM**END OF GAME**
280 PRINT"[HOME][DOWN][DOWN]"LEFT$(A$,10)"[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][WHITE]GAME OVER"
290 PRINT"[DOWN][DOWN][RIGHT][RIGHT][RIGHT][RIGHT]PRESS ANY KEY"
300 FORI=1TO1000:NEXT
305 GOSUB490
320 GOTO10
330 FORI=1TO1000:NEXT:GOTO10
335 REM**TITLE PAGE**
340 POKE36879,25:PRINT"[CLEAR]":PRINT:PRINT:PRINT"[PURPLE] [RVSON] BREAKOUT [RVSOFF]"
350 PRINT:PRINT"[RIGHT][RIGHT][RIGHT][BLACK]BY MARK GANNON"
360 PRINT:PRINT:PRINT:PRINT"[RED] LEFT","RIGHT":PRINT:PRINT"[BLACK]",""
/
365 PRINT:PRINT:PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][BLUE]HI SCORE:"HI
366 PRINT:PRINT"[BLACK][RIGHT][RIGHT]SHIFT-LOCK:PAUSE"
370 PRINT:PRINT"[PURPLE] [s O][c T][c T][c T][c T][c T][c T][c T][c T][c T][s P]":PRINT"[PURPLE][c G][BLACK]PRESS ANY KEY.[PURPLE][c M]"

```

[illegible]

SPECTRANAUT BY NIBBLESOFT



The deep space shuttle mission started out peacefully enough — but then trouble. Your fuel tanks are empty.

Your only hope is to crash land on a nearby planet and collect fuel in the hope of being able to resume your mission.

But beware the flying saucers and deadly laser which could mean total destruction.

Full instructions for Spectranaut are included in the program.

```
10 MODE 1:INK 0,0:BORDER 0:INK 1,24:INK
2,26:INK 3,2
20 SYMBOL AFTER 97:SYMBOL 97,31,127,255,
255,254,254,255,127:SYMBOL 99,63,31,7,1,
0,0,0,0:SYMBOL 100,192,224,240,248,252,1
26,126,63:SYMBOL 101,0,0,0,0,127,255,255
,127:SYMBOL 102,63,63,127,255,255,254,25
2,248
30 PAPER 3:PEN 1:PRINT"
```

ad
cd
efPECT

```
RANAUT          ":PAPER 1:PEN 3:P
RINT"          BY NIBBLESOFT
"
```

```
40 PAPER 0:PEN 2:PRINT"AS YOU WERE FLYIN
G THROUGH SPACE IN YOURSPACE SHUTTLE YOU
RAN OUT OF FUEL AND HAD TO CRASH LAND
ON AN ALIEN PLANET. YOU NOW HAVE TO R
E-FUEL YOUR SHUTTLE TO TAKE OFF SAFEL
Y."
```

```
50 PRINT:PRINT"YOU DO THIS BY FLYING UP
TO THE OIL DRUMAT THE TOP OF THE SCREEN
AND RETURNING TO YOUR SHUTTLE AT THE BO
TTOM LEFT OF THE SCREEN."
```

```
60 PRINT:PRINT"YOUR SHUTTLE NEEDS 10 UNI
TS OF FUEL TO FLY, SO YOU WILL HAVE TO
MAKE THE JOURNEY TEN TIMES."
```

```
70 PRINT:PRINT"HIT ENTER TO CONTINUE"
```

```
80 RESTORE 120:ENV 5,15,-1,10:ENV 6,15,-
1,2
```

```
90 READ N%,D%,E%:IF N%=-1 THEN 80
```

```
100 SOUND 1,N%/2,D%*10,15,E%*5
```

```
110 IF INKEY(18)=0 THEN 200 ELSE 90
120 DATA 1517,4,1,1517,4,1,1517,4,1,1517
,4,1,1517,4,1,1517,4,1,1517,4,1
125 DATA 478,2,0,506,2,0,568,4,0,478,2,0
,506,2,0,568,4,0,478,2,0,506,2,0,568,2,0
,632,2,0,568,2,0,506,2,0
130 DATA 478,2,0,506,2,0,568,4,0,478,2,0
,506,2,0,568,4,0,478,2,0,506,2,0,568,2,0
,632,2,0,568,2,0,506,2,0
140 DATA 426,2,0,478,2,0,506,4,0,426,2,0
,478,2,0,506,4,0,426,2,0,478,2,0,506,2,0
,568,2,0,506,2,0,478,2,0
150 DATA 426,2,0,478,2,0,506,4,0,426,2,0
,478,2,0,506,4,0,426,2,0,478,2,0,506,2,0
,568,2,0,506,2,0,478,2,0
160 DATA 478,2,0,506,2,0,568,4,0,478,2,0
,506,2,0,568,4,0,478,2,0,506,2,0,568,2,0
,632,2,0,568,2,0,506,2,0
170 DATA 478,2,0,506,2,0,568,4,0,478,2,0
,506,2,0,568,4,0,478,2,0,506,2,0,568,2,0
,638,2,0,568,4,0,379,8,0
190 DATA -1,-1,-1
```

```
200 CLS:PRINT"WHEN YOU GET FUEL FROM THE
DRUM THE COMPUTER WILL BLEEP. YOU W
ILL HERE THIS SOUND AGAIN WHEN YOU TAKE
IT BACK TO THESHUTTLE."
```

```
210 PRINT:PRINT"THE AMOUNT OF FUEL IN TH
E SHUTTLE IS SHOWN BY A REN LINE ON I
T."
```

```
220 PRINT:PRINT"LIFE IS NOT THAT SIMPLE
THOUGH. ON YOUR JOURNEY YOU MUST WATCH O
UT FOR THE FLYING SAUCERS AND THE D
```


AMSTRAD CPC 464

EADLY LAZER. IF YOU GET HIT BY A FLYI
NG SAUCER OR THE LAZER YOU LOOSE ONE OF Y
OUR 3 LIVES."

230 PRINT:PRINT"IF YOU LOOSE A LIFE AFTE
R COLLECTING FUEL YOU CAN TAKE THAT F
UEL BACK TO THE SHUTTLE ON YOUR NEXT LIF
E WITHOUT GOING TO COLLECT SOME MORE."

240 PRINT:PRINT"KEYS:

SPACE=THRUST
Z=LEFT X=RIGHT"

250 PRINT:PRINT"HIT ENTER TO PLAY"

260 IF INKEY(18)<>0 THEN 260

270 CLS:PRINT"PLEASE WAIT"

280 ENV 1,15,-1,10:ENT 1,15,5,2:ENV 2,15
,-1,2

290 RESTORE 300:FOR I=37000 TO 37090:REA
D A:POKE I,A:NEXT

300 DATA 62,0,50,80,145,221,126,0,111,22
1,126,1,103,35,17,0,0,205,29,188,221,12
6,2,95,221,126,3,87,237,90,43,6,6,126,
254,0,194,221,144,35,16,247,43,6,18,126,
254,0,194,221,144,205,38,188,16,245,205,
41,188,6

310 DATA 6,126,254,0,194,221,144,43,16,2
47,35,6,18,126,254,0,194,221,144,205,41
,188,16,245,201,62,1,50,80,145,201

320 I=38000

330 READ A:IF A=-1 THEN 420

340 POKE I,A:I=I+1:GOTO 330

350 DATA 221,126,0,50,102,148,221,126,1,
50,103,148,221,42,102,148,33,232,3,125
,221,119,0,124,221,119,1,221,229,205,88,
152,221,225,221,126,6,254,1,202,213,148
,254,2,202,0,149,221,126,7,254

360 DATA 1,202,46,149,254,2,202,82,149,2
21,126,6,254,1,202,133,149,254,2,202,143
,149,221,126,7,254,1,202,153,149,254,2,2
02,163,149,33,0,0,125,221,119,0,124,22
1,119,1,205,88,152,201

370 DATA 38,0,221,126,2,111,17,0,0,43,43
,43,43,43,43,43,205,29,188,22,0,221,1
26,4,95,27,237,90,126,254,0,202,159,148
,62,2,221,119,6,195,159,148,38,0,221,126
,2,111,17

380 DATA 0,0,43,43,43,43,43,43,43,205
,29,188,22,0,221,126,4,95,19,19,19,19,2
37,90,126,254,0,202,159,148,62,1,221,119
,6,195,159,148,38,0,221,126,2,111,17,0
,0,35,205

390 DATA 29,188,22,0,221,126,4,95,19,237
,90,126,254,0,202,172,148,62,2,221,119,
7,195,172,148,38,0,221,126,2,111,17,0,0,
43,43,43,43,43,43,43,43,43,43,43,43,4
3,43,43

400 DATA 205,29,188,22,0,221,126,4,95,19
,237,90,126,254,0,202,172,148,62,1,221,
119,7,195,172,148,221,126,4,61,221,119,4
,195,185,148,221,126,4,60,221,119,4,195,
185,148,221,126,2,60

410 DATA 221,119,2,195,198,148,221,126,2
,61,221,119,2,195,198,148,-1

420 FOR I=39000 TO 39073:READ A:POKE I,A
:NEXT

430 DATA 17,64,156,221,110,0,
221,35,221,102,0,237,90,
68,77,197,221,35,221,110
,0,221,35,221,102,0,17,
0,0,205,29,188,193,221,35
,221

440 DATA 94,0,221,35,221,86,
0,237,90,89,80,6,4,14,16
,26,119,19,35,16,250,6,
4,43,43,43,43,205,38,188,
13,62,0,185,194,139,152
,201

450 FOR I=40000 TO 40063:READ A:POKE I,A
:NEXT

460 DATA 0,0,0,0,0,0,0,0,0,0,0,0,68,13
6,0,0,152,100,0,0,152,100,0,68,204,204,
136,152,48,48,100

470 DATA 152,48,48,100,68,204,204,136,0,
152,100,0,0,152,100,0,0,68,136,0,0,0,0
,0,0,0,0,0,0,0,0

480 FOR I=40064 TO 40127:READ A:POKE I,A
:NEXT

490 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,80,
160,0,0,180,240,0,0,180,240,0,0,80,160,
0,0,20,40

500 DATA 0,0,120,124,0,0,240,252,0,0,60,
252,0,84,252,252,0,252,252,252,84,252,
252,252,252,252,252,252,84,252,252,252

510 FOR I=40128 TO 40191:READ A:POKE I,A
:NEXT

520 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,80,160,
0,0,240,120,0,0,240,120,0,0,80,160,0,0,
20,40,0,0

530 DATA 188,180,0,0,252,240,0,0,252,60,
0,0,252,252,168,0,252,252,252,0,252,2
52,252,168,252,252,252,252,252,252,252
,168

540 REM*****
550 MODE 0:INK 0,0:BOARD 0:INK 1,0:INK
2,18:INK 3,6:INK 4,2:INK 5,24:INK 6,7:IN
K 7,20:INK 8,26:INK 9,24:INK 10,15

560 SYMBOL AFTER 42:SYMBOL 104,0,0,1,1,3
,3,7,7:SYMBOL 98,0,0,0,15,19,35,35,67:SY
MBOL 99,0,0,0,255,255,17,119,17:SYMBOL 1
00,15,15,31,255,254,126,126,126:SYMBOL 1
01,131,255,255,255,254,255,255,127:SYMBOL
L 102,221,17,255,252,0,255,255,255

570 SYMBOL 103,126,126,254,14,14,254,254
,254

580 FOR I=1 TO 50:PLOT RND*640,RND*400,R
ND*15:NEXT

590 WINDOW #1,9,11,1,25:PEN #1,8:PRINT#1
," hbcdefg"

600 FOR I=1 TO 22:LOCATE #1,1,1:PRINT#1,
CHR\$(11):FOR D=1 TO 40:NEXT: SOUND 1,1*10
,2,15:NEXT

610 SOUND 1,0,0,15,1,0,10

620 FOR I=100 TO 0 STEP-2:PLOT 0,I,0:DRA
W 639,I:FOR D=1 TO 50:NEXT:NEXT

630 FOR D=1 TO 500:NEXT

640 SYMBOL 42,255,129,129,129,129,129,12
9,255:SYMBOL 43,255,126,60,24,0,0,0,0:SY
MBOL 143,1,7,31,127,31,7,1,0:SYMBOL 142,
128,224,248,254,248,224,128,0

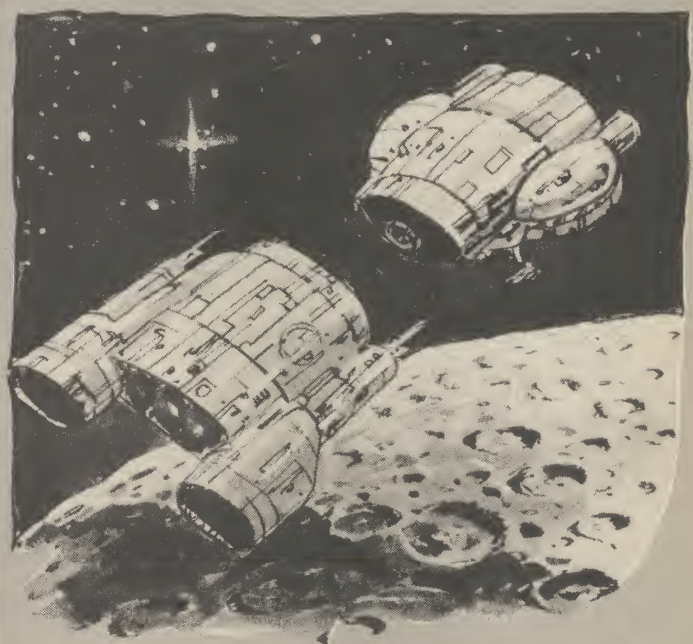
SPECTRAAUT

AMSTRAD CPC464

```

650 SYMBOL 97,255,195,219,219,195,255,19
5,231:SYMBOL 98,231,195,255,223,223,223,
195,255
660 PEN 1:PRINT"*****":IF
OR I=1 TO 23:PRINT"*"
:NEXT:PEN 2:PRINT"++++++"
670 LOCATE 1,1:PRINT CHR$(22)+CHR$(1):PE
N 8:LOCATE 1,22:PRINT"n":PRINT"j":PRINT"
9":LOCATE 1,1:PRINT CHR$(22)+CHR$(0)
680 PEN 8:PRINT CHR$(22)+CHR$(1):LOCATE
1,13:PRINT CHR$(142):"
":CHR$(143):PRINT CHR$(22)+CHR$(0)
690 PEN 10:LOCATE 20,1:PRINT"a":LOCATE 2
0,2:PRINT"b"
700 FOR I=39200 TO 39207:POKE I,0:NEXT:P
OKE 39204,4:POKE 39202,100:POKE 39206,2:
POKE 39207,1:FOR I=39210 TO 39217:POKE I
,0:NEXT:POKE 39214,72:POKE 39212,100:POK
E 39216,1:POKE 39217,2
710 FOR I=39220 TO 39227:POKE I,0:NEXT:P
OKE 39224,72:POKE 39222,183:POKE 39226,1
:POKE 39227,2:FOR I=39230 TO 39237:POKE
I,0:NEXT:POKE 39234,4:POKE 39232,31:POKE
39236,2:POKE 39237,1
720 FOR I=41000 TO 41063:POKE I,0:NEXT
730 REM*****
***
740 FLAG%=0:FUEL%=0:LIVES=3
750 X%=52:Y%=25:DIR%=64
760 SPRITE=39000:ALIEN=38000:DETECT=3700
0
770 IF INKEY(71)=0 AND X%>6 THEN CALL SP
RITE,X%,Y%,1000:DIR%=64:X%=X%-2
780 IF INKEY(63)=0 AND X%<70 THEN CALL S
PRITE,X%,Y%,1000:DIR%=128:X%=X%+2
790 IF INKEY(47)=0 AND Y%<181 THEN CALL
SPRITE,X%,Y%,1000:Y%=Y%+2:SOUND 1,0,5,12
,0,0,5 ELSE IF Y%>25 THEN Y%=Y%-2
800 IF RND>0.97 THEN F%=1:PLOT 0,200,9:D
RAW 639,200:SOUND 2,50,0,15,2,1
810 CALL SPRITE,X%,Y%,DIR%
820 IF X%=70 AND Y%>179 THEN GOSUB 880
830 IF X%=6 AND Y%=25 THEN 900
840 CALL ALIEN,39200:CALL ALIEN,39210:CA
LL ALIEN,39220:CALL ALIEN,39230
850 CALL DETECT,X%,Y%:IF PEEK(37200)=1 T
HEN 990
860 IF F%=1 THEN PLOT 0,200,0:DRAW 639,2
00:F%=0
870 GOTO 770
880 IF FLAG%=0 THEN FLAG%=1:FUEL%=FUEL%+
1:SOUND 2,50,5,15
890 RETURN
900 IF FLAG%=0 THEN 840

```



```

910 FLAG%=0:PLOT 0,16+FUEL%*2,3:DRAW 12,
16+FUEL%*2:SOUND 2,50,5,15:IF FUEL%<10 T
HEN 840
920 CLS:SYMBOL AFTER 42:SYMBOL 104,0,0,1
,1,3,3,7,7:SYMBOL 98,0,0,0,15,19,35,35,6
7:SYMBOL 99,0,0,0,255,255,17,119,17:SYMB
OL 100,15,15,31,255,254,126,126,126:SYMB
OL 101,131,255,255,254,255,255,127:S
YMBOL 102,221,17,255,252,0,255,255,255
930 SYMBOL 103,126,126,254,14,14,254,254
,254:FOR I=1 TO 50:PLOT RND*640,RND*400,
RND*15:NEXT
940 WINDOW #1,9,11,1,25:LOCATE #1,1,25:P
EN #1,8:PRINT#1," hbcdefg"
950 FOR I=25 TO 1 STEP-1:PRINT #1,"":SOU
ND 1,I*10,2,15:FOR D=1 TO 40:NEXT:NEXT
960 CLS:PRINT"WELL DONE YOU FILLEDYOUR S
HUTTLE WITH FUEL AND TOOK OFF OK"
970 PRINT:PRINT"HIT ENTER TO PLAY" AGAI
N."
980 IF INKEY(18)=0 THEN RUN ELSE 980
990 SOUND 1,2000,0,15,1,0,15
1000 FOR I=1 TO 50:INK 7,6:FOR D=1 TO 20
:NEXT:INK 7,25:FOR D=1 TO 20:NEXT:NEXT:I
NK 7,20
1010 CALL SPRITE,X%,Y%,1000:LIVES=LIVES-
1:IF LIVES=0 THEN 1030
1020 FOR D=1 TO 200:NEXT:GOTO 750
1030 CLS:PRINT "GAME OVER":PRINT:PRINT:P
RINT"HIT ENTER"
1040 IF INKEY(18)=0 THEN RUN ELSE 1040

```


RED FRED BY AIDEN TAYLOR

SPECTRUM 16/48K

```

2 PAPER 0: BORDER 0: INK 0: C
LS
4 LET keys=0
5 GO SUB 1000
10 LET s=0: LET m=3: LET m$="N
NN": LET b=140: LET t=0: LET r=.
8: LET c=4
17 REM SET UP SCREEN
20 PRINT INK 6;AT 0,0;"SCORE:
";s;AT 0,22;"LIVES:";m$( TO m)
23 LET a$=" A A A A A
A A A A
24 LET b$="Bsh8C Bsh8C Bsh8C
Bsh8C Bsh8C Bsh8C Bsh8C Bs
h8C"
25 LET c$="DEF DEF DEF DEF DEF
DEF DEF DEF DEF"
30 LET k=4: LET v=14
32 FOR f=3 TO 17 STEP 2
35 PRINT OVER 1: INK 7;AT f-1
,v;a$( TO k)
36 PRINT INK 7;AT f,v;b$( TO
k)
37 PRINT INK 7;AT f+1,v;c$( T
O k)
40 LET v=v-2: LET k=k+4: NEXT
F
45 PRINT AT 14,1: INK 3;"O";AT
14,29;"O"
60 REM VARIABLES
70 LET u=17: LET a=(INT (RND*8
)*4)+1: LET y=11: LET x=15: LET
p=1: LET h=15: LET v=3
90 REM MAIN LOOP
100 PRINT INK 3;AT u-1,a;"M";
PAPER (ATTR (u,a-1));AT u,a;"L";
INK 1; PAPER (ATTR (v,h-1));AT
v,h;"K"
102 IF ATTR (y,x)>7 OR ATTR (y,
x)<4 THEN GO TO 200
105 IF p=1 THEN PRINT INK 2;A
T y-1,x;"I";AT y,x; PAPER (ATTR
(y,x-1));"J": GO TO 115
110 PRINT INK 2;AT y-1,x;"G";A
T y,x; PAPER (ATTR (y,x-1));"H"
115 LET z=USR 30000: LET l=RND
117 IF t=36 THEN GO TO 300
120 PRINT INK (ATTR (u,a-1));A
T u-1,a;"A";AT u,a;"sh8"; INK (A
TTR (v,h-1));AT v,h;"sh8"

```

This is a very colourful version of the classic game *Q*Bert*, with all the original features such as the bouncing ball, the snake and the saucers.

The idea of the game is that you must use the keys:

Q — Up Left P — Up Right
A — Down Left <ENTER> — Down Right

to move Fred about the pyramid, painting the blocks as you go. As in all the best games, any other moving object is dangerous to Fred's health, so avoid the balls and snake. If things get a bit too dicey, just jump onto one of the magenta saucers and you'll be immediately transported to the top of the pyramid — probably closely followed by the snake. The snake becomes progressively more intelligent as you complete each sheet, so be careful.

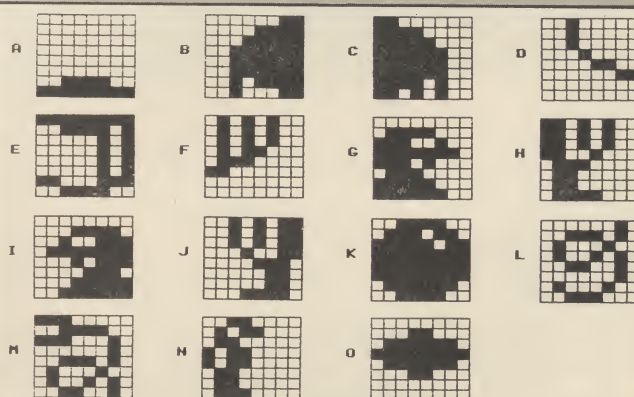
When typing the listing, you'll come across underlined characters. These are in place of the user-defined graphics which are normally scattered through the listing, and should be typed in GRAPHICS mode (the G cursor). So if you see the character E, then enter graphics mode (CAPS SHIFT + '9'), then hit the character E, then return to normal mode (CAPS SHIFT + '9' again). You may also come across a set of characters such as sh8. These refer to Spectrum symbol graphics (above the keys 1 to 8). Again in graphics mode, hold down the SHIFT key whilst pressing the number (in this case 8). When the program has been run, a listing will show the graphics, shown in the diagram below.

Finally, if anybody wants to make changes to the program, here are a couple of tips. To get rid of the sound, change line 115 to:

```
115 FOR z=1 TO 10: NEXT z: LET l=RND
```

People with black-and-white televisions may find that the following helps:

```
340 IF c=6 THEN LET c=4
```



```

122 IF l<r THEN
125 IF u<>y THEN GO TO 130
LET u=u+(u<y)*2-(u>y)*2: IF a<>x THEN
a+(a<x)*2-(a>x)*2: GO TO 130
126 IF u<>y THEN GO TO 130
LET o=RND: LET a=a+(o>.5)*2-(o<.
5)*2: LET u=u+(u<y)*2-(u>y)*2: G
O TO 130
127 IF u=y THEN IF a<>x THEN
LET o=RND: IF u<17 THEN LET u=u
+(o>.5)*2-(o<.5)*2: LET a=a+(a<x
)*2-(a>x)*2
130 LET h=h+(1>.5)*2-(1<.5)*2:
LET v=v+2: IF v>17 THEN LET v=3
: LET h=15

```



RED FRED BY AIDEN TAYLOR



```

145 IF ATTR (y,x-1)=7 THEN PRI
NT INK c;AT y,x-1;"Bsh8C";AT y+
1,x-1;"DEF";AT y-1,x;"A": LET t=
t+1: LET s=s+10: PRINT INK 6;AT
0,6;s: GO TO 160
150 PRINT INK (ATTR (y,x-1));A
T y-1,x;"A";AT y,x;"sh8"
160 IF INKEY$=CHR$ 13 THEN LET
x=x+2: LET y=y+2: LET p=2
162 IF INKEY$="p" THEN LET x=x
+2: LET y=y-2: LET p=2
165 IF INKEY$="q" THEN LET x=x
-2: LET y=y-2: LET p=1
167 IF INKEY$="a" THEN LET x=x
-2: LET y=y+2: LET p=1
170 GO TO 100
200 IF ATTR (y+1,x)=3 THEN GO
TO 600
205 REM YOUR DEAD !
210 PAUSE 10: BEEP .4,9: BEEP .
4,0: BEEP .2,4: BEEP .2,5
215 FOR f=0 TO 100: NEXT f
220 PRINT INK (ATTR (u,a-1));A
T u-1,a;"A";AT u,a;"sh8"; INK (A
TTR (v,h-1));AT v,h;"sh8"
230 LET m=m-1: PRINT INK 6;AT
0,22;"LIVES:";m$( TO m);" "
235 IF ATTR (y,x)=71 THEN PRIN
T INK 7;AT y-1,x;" ";AT y,x;" "
240 IF m<1 THEN GO TO 400

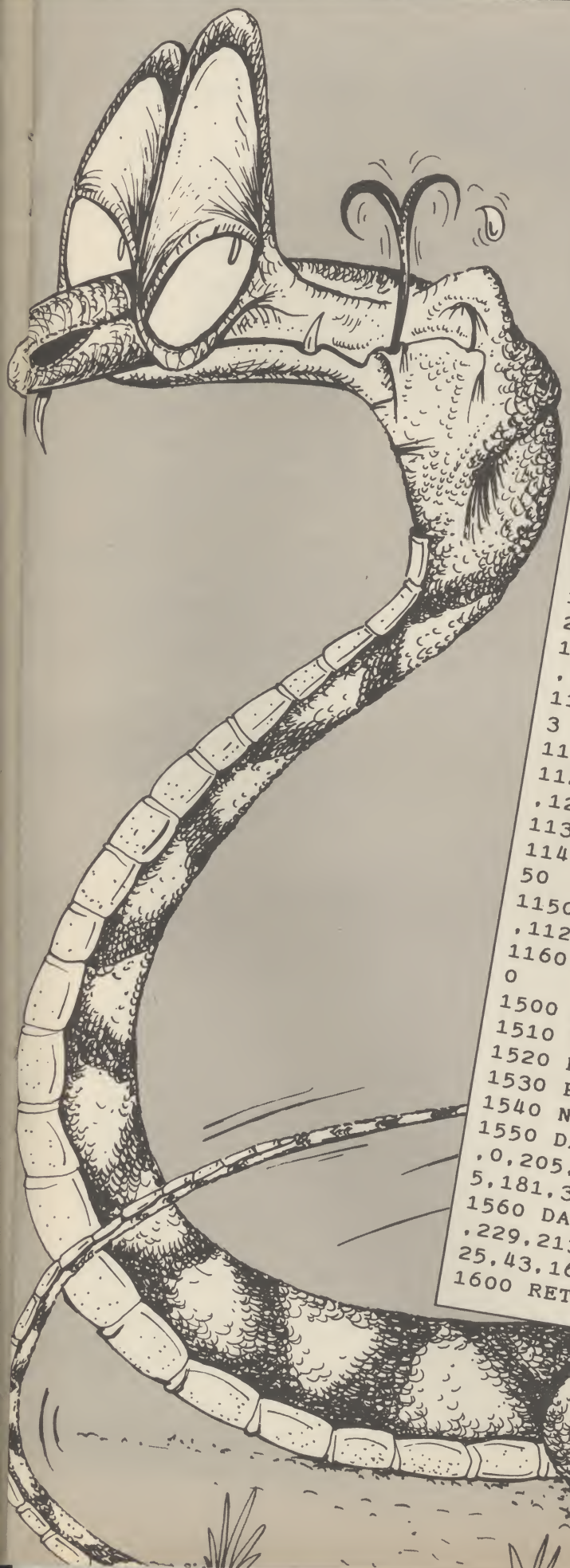
```

```

250 LET u=17: LET a=(INT (RND*8
)*4)+1: LET y=11: LET x=15: LET
p=1: LET h=15: LET v=3
260 GO TO 100
300 REM NEW SHEET
305 PRINT INK 6;AT 0,22;"BONUS
:";b: LET z=USR 30025
310 FOR f=1 TO b STEP 10: LET s
=s+10: PRINT INK 6;AT 0,6;s;AT
0,28;b-f;" ": NEXT f
320 IF r>.2 THEN LET r=r-.1
340 LET b=b+50: LET t=0: LET c=
c+1: IF c=7 THEN LET c=4
350 CLS : GO TO 20
400 REM GAME OVER
410 PRINT AT 1,11; PAPER 7; INK
2; FLASH 1;"GAME OVER"
420 FOR f=0 TO 1: PRINT BRIGHT
f; INK 5;AT 21,6;"PRESS ANY KEY
TO PLAY": PAUSE 2: NEXT f
430 IF INKEY$<>" " THEN CLS : G
O TO 10
440 GO TO 420
600 LET e=0: PRINT AT y+1,x-1;"
"
610 FOR f=1 TO 12
615 IF e=0 THEN PRINT INK 3;A
T u-1,a;"M"; PAPER (ATTR (u,a-1
));AT u,a;"L"; INK 1; PAPER (ATTR
(v,h-1));AT v,h;"K"
620 IF p=2 THEN PRINT INK 2;A
T y-1,x;"I";AT y,x;"J": GO TO 63
0
625 PRINT INK 2;AT y-1,x;"G";A
T y,x;"H"
630 PRINT INK 3;AT y+1,x;"O"
635 BEEP .05,f: LET l=(RND)+.1
640 IF e=0 THEN PRINT INK (AT
TR (u,a-1));AT u-1,a;"A";AT u,a;
"sh8"
645 IF ATTR (u+1,a)<4 THEN LET
e=1
650 IF l>r THEN IF u<>y THEN
IF a<>x THEN LET u=u+(u<y)*2-(u
>y)*2: LET a=a+(a<x)*2-(a>x)*2
655 PRINT AT y-1,x;" ";AT y,x;"
";AT y+1,x;"O"
660 IF p=2 THEN LET x=x-1
665 IF p=1 THEN LET x=x+1
670 LET y=y-1
680 NEXT f

```


SPECTRUM 16/48K



```
690 LET y=3: LET x=15
695 PRINT INK 2;AT y-1,x;"G";
PAPER (ATTR (y,x-1));AT y,x;"H"
700 IF e=1 THEN LET s=s+200: B
EEP .4,20: BEEP .2,20: BEEP .2,2
0: LET u=17: LET a=(INT (RND*8)*
4)+1
720 PRINT AT y,x; INK (ATTR (y,
x-1));"sh8";AT y-1,x;"A"
730 GO TO 100
1000 REM USER DEFINED GRAPHICS
1010 FOR n=144 TO 158: FOR f=0 T
O 7: READ a: POKE USR$ n+f,a
: NEXT f: NEXT n
1020 DATA 0,0,0,0,0,0,60,255
1030 DATA 3,15,31,63,63,63,47,35
1040 DATA 192,240,248,252,252,25
2,244,212
1050 DATA 32,32,32,16,12,3,0,0
1060 DATA 255,61,5,5,5,5,199,60
1070 DATA 84,84,84,88,112,192,0,
0
1080 DATA 0,120,228,254,232,112,
248,252
1090 DATA 212,212,212,200,112,96
,96,120
1100 DATA 0,30,39,127,23,14,31,6
3
1110 DATA 43,43,43,19,14,6,6,30
1120 DATA 60,118,251,255,255,255
,126,60
1130 DATA 2,58,68,74,50,2,68,56
1140 DATA 224,60,226,2,58,68,74,
50
1150 DATA 48,88,96,176,176,96,96
,112
1160 DATA 0,24,126,255,126,24,0,
0
1500 REM M/C SOUND
1510 FOR f=30000 TO 30045
1520 READ a
1530 POKE f,a
1540 NEXT f
1550 DATA 6,1,197,33,224,3,17,40
,0,205,181,3,33,238,5,17,20,0,20
5,181,3,193,16,234,201
1560 DATA 33,244,1,17,10,0,6,255
,229,213,197,205,181,3,193,209,2
25,43,16,244,201
1600 RETURN
```



POWERBOAT BY S A SMITH

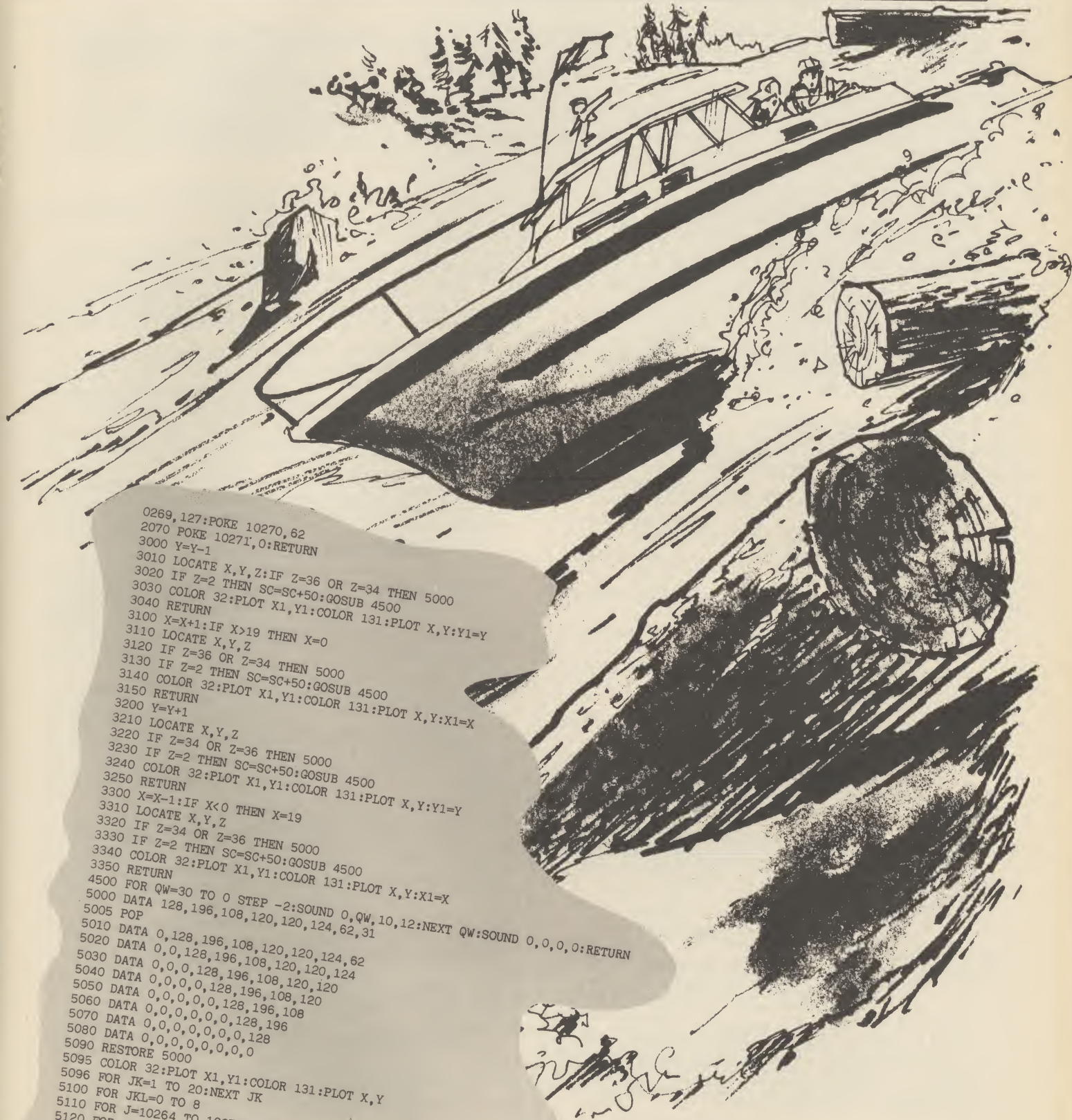
```

10 GRAPHICS 1+16:POSITION 5,10: #6;"POWERBOAT":POSITION 4,12: #6;"BY S A SMITH
":POSITION 6,13: #6;"(C) 1984"
15 RESTORE
20 DATA 0,0,0,0,0,0,0,0
30 DATA 255,255,255,255,255,255,255,255
40 DATA 0,0,24,60,126,126,60,0
50 DATA 24,60,102,126,126,126,60,0
60 DATA 0,68,238,68,0,68,238,68
70 FOR J=0 TO 511:POKE 10240+J,PEEK(57344+J):NEXT J
80 FOR J=0 TO 39:READ JK:POKE 10240+J,JK:NEXT J
90 ? " "
99 GRAPHICS 1+16
100 ? #6;"THE AIM OF THIS GAME IS TO COLLECT THE YELLOW BOUYS BY COLLIDING
YOUR BOAT WITH THEM"
110 ? #6;"AVOID SHALLOWS MARKED WITH X'S AND AVOID RED BOUYS. YOU CONTROL TH
E BOAT WITH JOYSTICK "
120 ? #6
130 ? #6;"press trig to start"
140 IF STRIG(0)=1 THEN 140
150 GRAPHICS 1+16:POKE 756,40
160 POSITION 0,0: #6;"HIGH SCORE=":HIGH
165 SC=0
170 POSITION 0,1: #6;"SCORE=":SC
180 COLOR 36:FOR J=0 TO 19:PLOT J,2:PLOT J,22:NEXT J
190 JK1=INT(RND(1)*3)+8
200 JK2=INT(RND(1)*3)+14
210 JK3=INT(RND(1)*3)+6
220 FOR J=JK1 TO JK2
230 PLOT JK3+INT(RND(1)*3)-1,J:DRAWTO JK3+INT(RND(1)*3)+6,J:NEXT J
240 COLOR 2:FOR J=1 TO 10:PLOT INT(RND(1)*20),INT(RND(1)*18)+3:NEXT J
250 COLOR 34:FOR J=1 TO 20:PLOT INT(RND(1)*20),INT(RND(1)*18)+3:NEXT J
260 J=INT(RND(1)*10)+6:COLOR 131:PLOT J,21:COLOR 32:PLOT J,20:PLOT J,19
270 X=J:Y=21:X1=J:Y1=21:SC=0:DIR=1
280 GOSUB 2000
290 TIME=0:PAUSE=50:UP=80
300 GOSUB 600
310 GOSUB 1000
320 GOSUB (DIR*100)+2900
330 GOSUB 500
340 TIME=TIME+1:IF TIME=UP THEN GOSUB 800
350 FOR JK=1 TO PAUSE:NEXT JK
400 GOTO 300
500 POSITION 6,1: #6;SC:RETURN
600 S=STICK(0)
610 IF S=15 THEN RETURN
620 IF S=11 AND DIR<>4 THEN DIR=4:GOTO 2060
630 IF S=7 AND DIR<>2 THEN DIR=2:GOTO 2020
640 IF S=14 AND DIR<>1 THEN DIR=1:GOTO 2000
650 IF S=13 AND DIR<>3 THEN DIR=3:GOTO 2040
660 RETURN
810 PAUSE=PAUSE-8:IF PAUSE<0 THEN PAUSE=0
820 COLOR 2:FOR J=1 TO 10:PLOT INT(RND(1)*20),INT(RND(1)*18)+3:FOR QW=240 TO 0 S
TEP -20:SOUND 1,QW,10,8:NEXT QW:NEXT J
830 COLOR 34:FOR J=1 TO 10:PLOT INT(RND(1)*20),INT(RND(1)*18)+3:FOR QW=240 TO 0
STEP -20:SOUND 1,QW,10,8:NEXT QW:NEXT J
832 SOUND 1,0,0,0
840 IF X>3 AND X<16 AND Y<18 AND Y>5 THEN 860
850 RETURN
860 COLOR 34:PLOT X-3,Y:PLOT X+3,Y:PLOT X,Y-3:PLOT X,Y+3
862 FOR QW=0 TO 240 STEP 30:FOR Q=1 TO 10:NEXT Q:SOUND 1,QW,10,8:NEXT QW:SOUND 1
,0,0,0:RETURN
1000 IF BOUY=1 THEN BOUY=0:GOTO 1100
1010 BOUY=1
1020 POKE 10257,24:POKE 10258,60:POKE 10259,126:POKE 10260,126:POKE 10261,60:POK
E 10262,24
1030 RETURN
1100 POKE 10257,0:POKE 10258,24:POKE 10259,60:POKE 10260,126:POKE 10261,126:POKE
10262,60
1110 RETURN
2000 POKE 10264,24:POKE 10265,60:POKE 10266,102:POKE 10267,126:POKE 10268,126:PO
KE 10269,126:POKE 10270,126
2010 POKE 10271,60:RETURN
2020 POKE 10264,0:POKE 10265,0:POKE 10266,4:POKE 10267,6:POKE 10268,255:POKE 102
69,254:POKE 10270,124
2030 POKE 10271,0:RETURN
2040 POKE 10264,60:POKE 10265,126:POKE 10266,126:POKE 10267,126:POKE 10268,126:P
OKE 10269,102:POKE 10270,60
2050 POKE 10271,24:RETURN
2060 POKE 10264,0:POKE 10265,0:POKE 10266,32:POKE 10267,96:POKE 10268,255:POKE 1

```

Normally, when power boating, you would make it a habit to avoid all obstacles, but in this variation you must collide with the yellow buoys. Nevertheless, anything else could cause a wreck, so avoid the shallows (marked with Xs) and the red (for danger!) buoys. Use the joystick to change direction and keep going as long as possible.

ATARI



```

0269,127:POKE 10270,62
2070 POKE 10271,0:RETURN
3000 Y=Y-1
3010 LOCATE X,Y,Z:IF Z=36 OR Z=34 THEN 5000
3020 IF Z=2 THEN SC=SC+50:GOSUB 4500
3030 COLOR 32:PLOT X1,Y1:COLOR 131:PLOT X,Y:Y1=Y
3040 RETURN
3100 X=X+1:IF X>19 THEN X=0
3110 LOCATE X,Y,Z
3120 IF Z=36 OR Z=34 THEN 5000
3130 IF Z=2 THEN SC=SC+50:GOSUB 4500
3140 COLOR 32:PLOT X1,Y1:COLOR 131:PLOT X,Y:X1=X
3150 RETURN
3200 Y=Y+1
3210 LOCATE X,Y,Z
3220 IF Z=34 OR Z=36 THEN 5000
3230 IF Z=2 THEN SC=SC+50:GOSUB 4500
3240 COLOR 32:PLOT X1,Y1:COLOR 131:PLOT X,Y:Y1=Y
3250 RETURN
3300 X=X-1:IF X<0 THEN X=19
3310 LOCATE X,Y,Z
3320 IF Z=34 OR Z=36 THEN 5000
3330 IF Z=2 THEN SC=SC+50:GOSUB 4500
3340 COLOR 32:PLOT X1,Y1:COLOR 131:PLOT X,Y:X1=X
3350 RETURN
4500 FOR QW=30 TO 0 STEP -2:SOUND 0,QW,10,12:NEXT QW:SOUND 0,0,0,0:RETURN
5000 DATA 128,196,108,120,120,124,62,31
5005 POP
5010 DATA 0,128,196,108,120,120,124,62
5020 DATA 0,0,128,196,108,120,120,124
5030 DATA 0,0,0,128,196,108,120,120
5040 DATA 0,0,0,0,128,196,108,120
5050 DATA 0,0,0,0,0,128,196,108
5060 DATA 0,0,0,0,0,0,128,196
5070 DATA 0,0,0,0,0,0,0,128
5080 DATA 0,0,0,0,0,0,0,0
5090 RESTORE 5000
5095 COLOR 32:PLOT X1,Y1:COLOR 131:PLOT X,Y
5096 FOR JK=1 TO 20:NEXT JK
5100 FOR JKL=0 TO 8
5110 FOR J=10264 TO 10271:READ JK:POKE J,JK:NEXT J
5120 FOR QW=1 TO 20:NEXT QW:NEXT JKL
5130 FOR JK=1 TO 200:NEXT JK
5140 ? #6;" "
5150 ? #6;"YOU SCORED ";SC;" POINTS THAT TIME"
5160 IF SC>HIGH THEN HIGH=SC
5170 ? #6;"HIGH=";HIGH
5180 CH=CH+1:IF CH=5 THEN ? #6:"PLEASE WAIT":GOTO 15
5190 FOR JK=1 TO 300:NEXT JK:GOTO 90

```


TIMEBOMB BY KIERAN O'DONNELL

In this game, you control a roving pair of pliers, which appear in the centre of the screen. Using the keys:

"T" — Up "F" — Left
"V" — Down "G" — Right

you must guide the pliers to the bomb which appears. Too easy, I hear you cry! So it's all against the clock which you'll see counting rapidly at the top of the screen. Having defused a bomb, another immediately appears elsewhere on the screen. There are five bombs to defuse on the first screen and an extra bomb appears on each subsequent screen.

Just to make things a little more difficult, the pliers leave behind them a trail of spaces which you won't be able to cross, so you'll have to plan your route quickly and carefully. Fortunately the screen wraps around, so you can go off one side and come on the other, making things a little easier.

The program loads in two sections which you'll have to save, one after the other on tape. When typing in the listing, you'll often find words within square brackets, indicating the keys you should press. This method eliminates all those nasty-looking graphics characters. So:

PART 1

```
10 POKE52,28:POKE56,28:CLR
20 POKE36879,8:PRINT"[CLEAR]PLEASE WAIT
":PRINT"[DOWN]MAKING GRAPHICS"
30 FORI=7168TO7679:POKEI,PEEK(I+25600):N
EXT
40 I=7432
50 READA:IFA=999THEN150
60 POKEI,A:I=I+1:GOTO50
70 DATA63,67,253,133,181,181,134,252,6,9
,16,56,108,108,108,56
80 DATA240,128,135,244,20,20,247,0,0,0,1
18,85,86,85,117,0
90 DATA60,126,219,231,231,219,126,60,2,5
,62,108,196,12,24,48
100 DATA0,0,112,71,96,71,112,0,31,63,127
,255,128,128,128,157
110 DATA255,253,251,255,7,7,7,119,138,13
8,138,138,138,128,128,255
120 DATA167,167,167,167,167,6,4,248,8,24
,32,101,161,165,37,37
130 DATA0,0,0,76,210,92,80,76,0,0,225,14
6,229,149,149,226
140 DATA0,0,0,86,117,86,85,86,999
150 PRINT"[CLEAR][WHITE][DOWN][DOW
N][DOWN][DOWN]"
160 PRINT"[RVSON][c *][RIGHT][sEP][RIGHT
][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][sEP][c *][RIGHT][RIGHT][RIGHT][sEP
][c *]"
170 PRINT"[RVSON][RIGHT][RIGHT][RIGHT]
[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT]"
180 PRINT"[RVSON][RIGHT][sEP][c *][
c *][RIGHT][RIGHT][RIGHT][sEP][c *][
RIGHT]"
190 PRINT"[RVSON][sEP][RVSOFF][sEP][RV
SON][RIGHT][RIGHT][RVSOFF][c *
][RVSON][c *][RIGHT][RIGHT][RIGHT]"
200 PRINT"[RVSON][RVSOFF][c *][RVSON][c
*][RVSOFF][c *][RVSON][RVSOFF][sEP][RV
SON][RVSOFF][sEP][RVSON][RIGHT][RIGHT]
[RIGHT][RVSOFF][c *][RVSON][RVSOFF][sE
P][RVSON][RIGHT][RIGHT][RVSOFF][c *][RV
SON]"
210 PRINT"[RVSON][RIGHT][RVSOFF][c *][R
VSON][c *][RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT][RIGHT][RIGHT][RIGHT]"
220 PRINT"[RVSOFF][sEP][RIGHT][RIGHT][RV
SOFF][c *][RVSON][RVSOFF][sEP][R
VSON]"
```

```
230 PRINT"[DOWN][DOWN]
TS":FORI=1TO5000:NEXT
240 PRINT"[WHITE][CLEAR][RIGHT][RIGHT][c
*][RVSON][RVSOFF][sEP]":PRINT"[RIGHT
][RIGHT][RIGHT][RIGHT][RVSON]":PRINT"[R
IGHT][RIGHT][RIGHT][RIGHT][RVSON][RIGHT
][c *][RIGHT][sEP][c *][sEP][c *][RIGHT]
[sEP][c *]"
250 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][R
VSON][RIGHT][RIGHT][RVSOFF][c *][sEP]
[RVSON][RIGHT]":PRINT"[RVSON][RIGHT][R
IGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][c *]":PRINT"[RVSON]
[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT]"
260 PRINT"[RIGHT][RIGHT][RIGHT][RIGHT][R
VSOFF][c *][RIGHT][c *][RIGHT][c *][RIG
HT][RIGHT][sEP][RIGHT][c *][RVSON][RVSO
FF][sEP]"
270 PRINT"[RIGHT][RIGHT][DOWN][RVSON][sE
P][c *][RIGHT][RVSOFF][RIGHT].[RIGHT][
RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][RVSON][c *]":PRINT"[RIGHT][RIGHT][RV
SON][RIGHT][RIGHT][RIGHT][RVSOFF].[s U].
[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][RVSON]"
280 PRINT"[RIGHT][RIGHT][RVSON][RIGHT][
RIGHT][RIGHT][RIGHT][RVSOFF][s -][RIGHT
][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][RVSON]":PRINT"[RIGHT][RIGHT][RVSON]
[RVSOFF][c I][c I][sEP][RIGHT][RVSON][s
EP][c *][RIGHT][sEP][c *][sEP][c *][RIG
HT]"
290 PRINT"[RIGHT][RIGHT][RVSON][c I][c
I][c *][RIGHT][RIGHT][RIGHT][RVSOFF][
c *][sEP][RVSON][RIGHT][c *]":FORI=1T
O2:PRINT"[RIGHT][RIGHT][RVSON][RIGHT][R
IGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT]":NEXT
300 PRINT"[RIGHT][RIGHT][RVSOFF][c *][RV
SON][RVSOFF][sEP][RIGHT][c *][RVSON][
RVSOFF][sEP][RIGHT][c *][RIGHT][RIGHT][s
EP][RIGHT][c *][RVSON][RVSOFF][sEP]"
310 GETA$:IFA$=""THEN310
320 PRINT"[CLEAR][WHITE]":POKE198,1:POKE
631,131
```

PART 2

```
5 DIMA(30),HS(5),N$(5):FORI=1TO5:HS(I)=1
0:N$(I)="VIC-20":NEXT
10 POKE36878,15:POKE36879,25:S=36875:S2=
S+1:N=S2+1:SC=0:TB=5:W=1
20 CO=30720:POKE36869,255:PRINT"[CLEAR]"
:YM=7932:C=1:DD=TB:CH=1
```


UNEXPANDED VIC 20

- [HOME] — Press the HOME key.
- [RED] — Colour Red.
- [s X] — Press key X whilst pressing SHIFT.
- [c X] — Press key X whilst pressing C =.



```

30 GOSUB1000:DEFFNA(X)=PEEK(YM+X)
40 FORI=7724TO8185:POKEI,33:POKEI+CO,7:N
EXT
50 PRINT"[HOME],-=":PRINT"[GREEN]%%%%%
[BLACK],-./[GREEN]%%%%%[BLUE]()":PO
KE7744,42:POKE7745,43
60 POKE7744+CO,6:POKE7745+CO,6
70 :
80 AL=INT(RND(1)*462)+7724:IFPEEK(AL)<>3
3THEN80
85 POKEAL,34:POKEAL+CO,0:T=100
90 POKEYM,38:POKEYM+CO,6:PRINT"[HOME][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT
][RIGHT][RIGHT][RIGHT][RIGHT][BLACK]./[C
YAN]"TB"[LEFT] ":
100 FORII=TTOSTEP-1:PRINT"[HOME],-"II"[
LEFT] ":IFCH=1THENPOKES,A(C):C=C+1:IFC=3
OTHENC=1
110 K=PEEK(197)
120 IFK=27ANDFNA(22)=33THENYM=YM+22:POKE
YM-22,32
130 IFK=50ANDFNA(-22)=33THENYM=YM-22:POK
EYM+22,32
140 IFK=42ANDFNA(-1)=33THENYM=YM-1:POKEY
M+1,32
150 IFK=19ANDFNA(1)=33THENYM=YM+1:POKEYM
-1,32
160 POKEYM,38:POKEYM+CO,6
170 IFYM+22=ALORYM-22=ALORYM+1=ALORYM-1=
ALTHEN1030
200 NEXTII:GOTO2000
1000 RESTORE:FORI=1TO30:READA(I):NEXT:IN
PUT"[BLUE]MUSIC ":A$
1005 IFA$="N"THENCH=0
1006 RETURN
1010 DATA230,230,231,234,234,231,230,227
,223,223,227,230,230,227,227
1020 DATA230,230,231,234,234,231,230,227
,223,223,227,230,227,223,223
1030 POKES,0:FORI=1TO22:FORT=250-I*2TO15
0-ISTEP-2:POKES2,T:NEXT:NEXT:POKES2,0
1040 SC=SC+10*W:PRINT"[HOME][RIGHT][RIGH
T][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][PU
RPLE]#$'[GREEN]"SC:TB=TB-1:POKEAL,37
1050 IFTB=0THEN1100
1060 GOTO80
1100 POKES,0:FORI=0TO22:FORT=150+I*2TO20
0+I*2STEP10:POKES2,T:NEXT:NEXT:POKES2,0
1110 PRINT"[CLEAR][DOWN][DOWN][DOWN][DOWN]
[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][R

```

```

IGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]
[BLACK]NEW SCREEN":FORI=1TO30:POKES,A(I)
1120 FORT=1TO150:NEXT:NEXT:POKES,0:TB=DD
+1:DD=TB:W=W+1
1130 IFW/2=INT(W/2)THEN3000
1140 GOTO40
2000 POKES,0:FORI=1TO10:FORT=140+I*5TO22
0+I*3:POKES2,T:NEXT:NEXT:POKES2,0
2010 PRINT"[CLEAR][DOWN][DOWN][DOWN][DOW
N][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RI
GHT][RIGHT][BLACK]TIME UP":PRINT"[DOWN][
DOWN][GREEN]YOU SCORED "SC" ON"
2020 PRINT"[DOWN]SCREEN "W:HI=0
2025 FORT=1TO2500:NEXT
2030 FORI=1TO5:IFSC>HS(I)THENHI=I:GOTO20
50
2040 NEXT:IFHI=0THEN2100
2050 POKE198,0:PRINT"[CLEAR]YOU GOT HIGH
SCORE [DOWN]NUMBER "HI
2060 INPUT"[DOWN]YOUR NAME ":A$
2070 IFHI=5THENN$(5)=A$:HS(5)=SC:GOTO210
0
2080 FORI=4TOHISTEP-1:N$(I+1)=N$(I):HS(I
+1)=HS(I):NEXT:HS(HI)=SC:N$(HI)=A$
2100 POKE36869,240:PRINT"[CLEAR][BLUE]TI
ME BOMB [GREEN]HALL OF FAME"
2110 FORI=1TO5:POKE646,I+1:PRINT"[DOWN]"
HS(I)" BY "N$(I):NEXT
2120 PRINT"[BLACK][DOWN][DOWN][DOWN][DOW
N][DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT]HIT ANY KEY":POKE198,0
2130 GETA$:IFA$=""THEN2130
2140 GOTO10
3000 POKES,0:PRINT"[CLEAR][DOWN][DOWN][D
OWN][DOWN][DOWN][RIGHT][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][
BLUE]BONUS":PRINT"[DOWN]SCORE PLUS BONUS
OF"W*10
3030 PRINT"[DOWN]SCORE=[RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]"
SC
3040 SC=SC+W*10:PRINT"[DOWN]SCORE AND BO
NUS[RIGHT]"SC
3050 FORI=1TO30:POKES2,A(I):FORY=1TO150:
NEXT:NEXT:POKES2,0
3060 GOTO40

```


SKYWALKER BY M. OFFIELD

You'll certainly need some sort of force with you if you're going to outsmart the Beeb in this skirmish. The idea is that you must deflect the bolts of energy fired from the spinning weapons droid. You do this by swinging your Light Sabre about using: Z — Left, X — Right. Each time you're hit, you lose one of your three lives.

Try the program out on level one, just to get the hang of things. Level five is just what it says — impossible!

Electron owners will be pleased to hear that the game will also work on their machines. Type it in as listed. The teletext title screen will look a little unusual, with double printing and so on. You'll also find the game a little slow, but if you just use the more difficult levels, it'll still be quite a challenge.

```

50 :
60 ONERROR MODE4:REPORT:PRINT" at lin
e "ERL:END
70 :
80 PROCINIT
90 MODE7
100 VDU23,1,0;0;0;0;0;
110 PROCTITLEPAGE
120 MODE1
130 VDU23,1,0;0;0;0;0;
140 PROCSCREEN
150 PROCPLAY
160 MODE7
170 VDU23,1,0;0;0;0;0;
180 PROCTABLE
190 IF AG$="Y" THEN 120
200 PROCBYE
210 MODE7
220 END
230 :
240 DEF PROCINIT
250 *TV255
260 VDU23,224,0,0,7,31,63,63,127,127,2
3,225,0,0,128,224,208,96,168,208,23,226,
127,127,63,63,31,7,0,0,23,227,208,168,96
,208,224,128,0,0
270 BALL$=CHR$224+CHR$225+CHR$10+CHR$8
+CHR$8+CHR$226+CHR$227
280 VDU23,228,0,0,48,56,48,112,120,124
,23,229,114,114,49,49,49,48,48,56,23,230
,0,6,15,7,6,7,15,63,23,231,63,79,79,159,
159,31,63,63,23,232,0,0,48,57,49,114,122
,126
290 VDU23,233,112,112,48,48,48,48,48,5
6,23,234,0,6,15,135,71,71,111,63,23,235,
63,15,15,31,31,63,63,23,236,0,0,0,0,0,
,60,126,255
300 DIMFIGHT$(3),HSN$(5),HS$(5)
310 FIGHT$(1)=CHR$232+CHR$234+CHR$10+C
HR$8+CHR$8+CHR$233+CHR$235
320 FIGHT$(2)=CHR$228+CHR$230+CHR$10+C
HR$8+CHR$8+CHR$229+CHR$231
330 FIGHT$(3)=CHR$32+CHR$230+CHR$10+CH
R$8+CHR$8+CHR$236+CHR$231
340 FORI%=1TO5:HSN$(I%)="The Beeb":HS$
(I%)=100:NEXT
350 ENDPROC
360 :
370 DEF PROCTITLEPAGE
380 FORL%=0TO24:PRINTTAB(0,L%)CHR$157C
HR$130:NEXT

```

```

390 FORI%=1TO2:PRINTTAB(8,1+I%)CHR$141
CHR$129CHR$136"S K Y W A L K E R":NEXT
400 PRINTTAB(12,6)CHR$132"BY M.OFFIELD"
"
410 PRINTTAB(3,10)CHR$130"MOVE YOUR LI
GHT SABRE USING THE"
420 PRINTTAB(11,12)CHR$130"FOLLOWING K
EYS:-"
430 PRINTTAB(4,14)CHR$130"Z - LEFT"TAB
(25,14)"X - RIGHT"
440 PROCTUNE
450 PRINTTAB(9,17)CHR$133"SELECT LEVEL
(1-5)"
460 PRINTTAB(5,19)CHR$133"1 - EASY ...
5 - IMPOSSIBLE"
470 REPEAT
480 *FX15,1
490 LEV$=GET$:LEV%=VAL(LEV$)
500 UNTIL LEV%<6 AND LEV%>0
510 PRINT TAB(29,17);LEV%
520 PRINTTAB(11,22)CHR$134"Any key to
play"
530 G%=GET
540 ENDPROC
550 :
560 DEF PROCSCREEN
570 P=0:FIREFLAG%=0:SCORE%=0:LIVES%=3
580 VDU 29,640;200;
590 VDU19,1,7;0;19,2,4;0;19,3,0;0;
600 GCOL0,130
610 CLG
620 PROCLUKE
630 *FX15,1
640 GCOL0,1:MOVE-640,-200:DRAW640,-200
:PLOT85,-640,-100:PLOT85,640,-100
650 MOVE 340,-100:PLOT85,640,50:MOVE -
340,-100:MOVE -640,-100:PLOT85,-640,50
660 VDU4
670 COLOUR1
680 PRINTTAB(10,0)"SCORE"TAB(23,0)"LIV
ES"

```




880

```
690 VDU5
700 GCOL0,0:MOVE(-14.5*32),-140:PRINT"
MAY THE BE WITH YOU"
710 GCOL0,2:MOVE(-5.5*32),-140:PRINT"B
E E B"
720 GCOL4,0:XB%=0:YB%=600:MOVING%=0:MO
VEXB%,YB%:PRINTBALL$
730 GCOL4,0
740 SOUND0,-15,7.50
750 FOR F%=50 TO 250 STEP 4
760 SOUND1,0,F%,1
770 PLOT69,0,F%+100
780 NEXT
790 ENDPROC
800 :
810 DEF PROCPLAY
820 REPEAT
830 PROCScore
840 *FX15,1
850 IF INKEY(-98) F%=1:PROCSABRE
860 IF INKEY(-67) F%=0:PROCSABRE
870 PROCMOVEBALL
880 IF RND(12-LEV%)=1 AND FIREFLAG%=0
PROCBALLFIRE
890 UNTIL LIVES%=0
900 ENDPROC
910 :
920 DEF PROCLUKE
930 GCOL0,0:MOVE0,200:DRAW30,190:PLOT8
5,-30,190
940 RESTORE 1010
950 FOR COORDS=1TO14
960 READ X%,Y%
970 PLOT 85,X%,Y%:PLOT 85,-X%,Y%
980 NEXT
```


SKYWALKER BY M. OFFIELD

```

990 ENDPROC
1000 :
1010 DATA 40,170,35,150,30,130,20,110,4
0,100,30,100,50,90,70,80,90,40,95,0,100,
-20,90,-30,60,-30,55,-100
1020 :
1030 DEF PROCSABRE
1040 GCOL4,0:MOVE0,0:DRAW (P*250),(COS(
P)*350)
1050 IF F%=1 P=P-0.1:IF P<-PI/2 P=P+0.1
1060 IF F%=0 P=P+0.1:IF P>PI/2 P=P-0.1
1070 PROCMOVEBALL
1080 GCOL4,0:MOVE 0,0:DRAW (P*250),(COS
(P)*350)
1090 ENDPROC
1100 :
1110 DEF PROCMOVEBALL
1120 IF MOVING%=FALSE AND RND(5)<4 THEN
1230
1130 GCOL0,2:MOVE XB%,YB%:PRINTBALL$
1140 IF MOVING%=TRUE THEN 1180
1150 MOVING%=TRUE
1160 DR%=RND(4):DS%=200+RND(150)
1170 XB1%=XB%+DS%:XB2%=XB%-DS%:YB1%=YB%
+DS%:YB2%=YB%-DS%
1180 IF (DR%=1 AND XB%>550) OR (DR%=2 A
ND XB%<-580) OR (DR%=3 AND YB%>730) OR (
DR%=4 AND YB%<450) THEN MOVING%=FALSE:EN
DPROC
1190 IF DR%=1 THEN XB%=XB%+20:IF XB%>XB
1% THEN MOVING%=FALSE:ENDPROC
1200 IF DR%=2 THEN XB%=XB%-20:IF XB%<XB
2% THEN MOVING%=FALSE:ENDPROC
1210 IF DR%=3 THEN YB%=YB%+20:IF YB%>YB
1% THEN MOVING%=FALSE:ENDPROC
1220 IF DR%=4 THEN YB%=YB%-20:IF YB%<YB
2% THEN MOVING%=FALSE:ENDPROC
1230 GCOL0,1:MOVE XB%,YB%:PRINTBALL$
1240 ENDPROC
1250 :
1260 DEF PROCBALLFIRE
1270 SOUND0,-15,7,4
1280 FOR F%=255 TO 95 STEP -40:SOUND1,-
5,F%,1:NEXT
1290 X1%=XB%+30:Y1%=YB%-30
1300 FIREFLAG%=1
1310 IF X1%=0 M=0:GOTO1330
1320 M=Y1%/X1%
1330 GCOL0,1
1340 FOR Y%=Y1% TO Y1%-30 STEP -(LEV%*5
)
1350 IF M=0 X%=0:GOTO1370
1360 X%=Y%/M
1370 PLOT 69,X%,Y%
1380 NEXT
1390 REPEAT
1400 IFRND(5)<4 GOTO 1430
1410 *FX15,1
1420 IF INKEY(-98) F%=1:PROCSABRE ELSE
IF INKEY(-67) F%=0:PROCSABRE ELSE PROCMO
VEBALL
1430 IF M=0 X%=0:GOTO1450
1440 X%=Y%/M
1450 HIT1%=POINT(X%-5,Y%):HIT2%=POINT(X
%,Y%):HIT3%=POINT(X%+5,Y%)
1460 GCOL0,1

```

```

1470 PLOT 69,X%,Y%
1480 Y1%=Y%+(LEV%*25)
1490 IF M=0 X1%=0:GOTO1510
1500 X1%=Y1%/M
1510 GCOL0,2
1520 PLOT 69,X1%,Y1%
1530 HITSABRE%=(HIT1%=1) OR (HIT2%=1) O
R (HIT3%=1)
1540 DEAD%=(HIT1%=0) OR (HIT2%=0) OR (H
IT3%=0)
1550 Y%=Y%-(LEV%*5)
1560 UNTIL HITSABRE% OR DEAD%
1570 Y%=Y%+(LEV%*5)
1580 FIREFLAG%=0
1590 GCOL0,1:MOVE XB%,YB%:PRINTBALL$
1600 PROCCOVERSHOT
1610 IF HITSABRE% THEN PROCHITSABRE ELS
E IF DEAD% THEN PROCDEAD
1620 ENDPROC
1630 :
1640 DEF PROCCOVERSHOT
1650 GCOL4,0:MOVE0,0:DRAW (P*250),(COS(
P)*350)
1660 GCOL0,2
1670 FOR YL%=Y% TO Y%+(LEV%*20) STEP (L
EV%*5)
1680 IF M=0 THEN XL%=0:GOTO 1700
1690 XL%=YL%/M
1700 PLOT69,XL%,YL%
1710 NEXT
1720 GCOL4,0:MOVE0,0:DRAW (P*250),(COS(
P)*350)
1730 ENDPROC
1740 :
1750 DEF PROCHITSABRE
1760 SCORE%=SCORE%+10
1770 SOUND0,-15,7,4
1780 FOR F%=95 TO 215 STEP 30:SOUND1,-2
,F%,1:NEXT
1790 ENDPROC
1800 :
1810 DEF PROCDEAD
1820 LIVES%=LIVES%-1
1830 SOUND 0,-15,7,125
1840 FOR F%=250 TO 0 STEP -2:SOUND1,0,F
%,1:NEXT
1850 TIME=0:REPEATUNTILTIME>50
1860 GCOL0,1:MOVE-640,-200:DRAW640,-200
:PLOT85,-640,-100:PLOT85,640,-100
1870 XF%=14.5*32:YF%=-100
1880 FOR B%=1 TO 5
1890 FOR CH%=2 TO 1 STEP -1
1900 GCOL0,0
1910 MOVE (-XF%-64),YF%:PRINT FIGHT$(CH
%)
1920 MOVE XF%,YF%:PRINT FIGHT$(CH%)
1930 SOUND 0,-15,3+CH%,5
1940 TIME=0:REPEAT UNTIL TIME>20
1950 GCOL0,1
1960 MOVE (-XF%-64),YF%:PRINT FIGHT$(CH
%)
1970 MOVE XF%,YF%:PRINT FIGHT$(CH%)
1980 NEXT:NEXT
1990 GCOL0,0
2000 MOVE (-XF%-64),YF%:PRINT FIGHT$(3)
2010 MOVE XF%,YF%:PRINT FIGHT$(3)

```


BB

```

2020 SOUND 0,-15,6,30
2030 TIME=0:REPEAT UNTIL TIME>300
2040 PROCDITTY
2050 IF LIVES%=0 THEN 2110
2060 GCOL0,1
2070 MOVE (-XF%-64),YF%:PRINT FIGHT$(3)
2080 MOVE XF%,YF%:PRINT FIGHT$(3)
2090 GCOL0,0:MOVE (-14.5*32),-140:PRINT
" MAY THE BE WITH YOU"
2100 GCOL0,2:MOVE (-5.5*32),-140:PRINT"
B E E B"
2110 ENDPROC
2120 :
2130 DEF PROCSCORE
2140 VDU4
2150 COLOUR1
2160 PRINTTAB(16,0);SCORE%TAB(29,0);LIV
ES%
2170 VDU5
2180 ENDPROC
2190 :
2200 DEF PROCTUNE
2210 RESTORE 2320
2220 FOR SD%=1TO12:READ F%,D%:SOUND1,-1
5,F%,D%:NEXT
2230 RESTORE 2330
2240 FOR SD%=1TO4:READ F%,D%:SOUND1,-15
,F%,D%:NEXT
2250 RESTORE 2320
2260 FOR SD%=1TO12:READ F%,D%:SOUND1,-1
5,F%,D%:NEXT
2270 RESTORE 2340
2280 FOR SD%=1TO4:READ F%,D%:SOUND1,-15
,F%,D%:NEXT
2290 TIME=0:REPEATUNTILTIME>400
2300 ENDPROC
2310 :
2320 DATA81,10,109,20,101,3,97,3,89,3,1
29,10,109,20,101,3,97,3,89,3,129,10,109,
20
2330 DATA101,3,97,3,101,3,89,40
2340 DATA121,3,117,3,121,3,109,40
2350 :
2360 DEF PROCDITTY
2370 RESTORE 2420
2380 FORSD%=1TO7:READ F%,D%:SOUND1,-15,
F%,D%:NEXT
2390 TIME=0:REPEATUNTILTIME>500
2400 ENDPROC
2410 :
2420 DATA81,10,105,21,101,3,93,3,89,3,1
25,10,109,30
2430 :
2440 DEF PROCTABLE
2450 PROCNEWHIGH:CLS
2460 FORI%=1TO2:PRINTTAB(5,1+I%)CHR$129
CHR$136CHR$141"H I G H S C O R E S":NE
XT
2470 PRINTTAB(14,5)CHR$132"LEVEL ";LEV%
2480 FORN%=1TO5
2490 PRINTTAB(9,7+N%*2)CHR$(129+N%)HSN$
(N%)TAB(24,7+N%*2);HS%(N%)
2500 NEXT
2510 *FX15,1
2520 PRINTTAB(10,21)CHR$129"ANOTHER GAM
E ?"

```

```

2530 REPEAT:AG$=GET$:UNTIL AG$="Y" OR A
G$="N"
2540 PRINT TAB(25,21)AG$
2550 TIME=0:REPEATUNTILTIME>100
2560 ENDPROC
2570 :
2580 DEF PROCNEWHIGH
2590 IF SCORE%<=HS$(5) THEN ENDPROC
2600 FORI%=1TO2
2610 PRINTTAB(1,2+I%)CHR$129CHR$137CHR$
136CHR$141"C O N G R A T U L A T I O N S
"
2620 NEXT
2630 PRINTTAB(9,10)CHR$130"YOUR SCORE I
S IN THE"
2640 PRINTTAB(14,12)CHR$131"TOP FIVE !!
"
2650 PROCCONGRATS
2660 PRINTTAB(8,16)CHR$132"PLEASE INPUT
YOUR NAME"
2670 PRINTTAB(0,20)CHR$133
2680 *FX15,1
2690 INPUT TAB(15,20)NAME$
2700 PRINTTAB(25,20)CHR$152
2710 FOR L%=21 TO 23:PRINTTAB(0,L%)CHR$
152:NEXT
2720 TIME=0:REPEAT UNTIL TIME>300
2730 IF LEN(NAME$)>10 THEN NAME$=LEFT$(
NAME$,10)
2740 REM BUBBLE SORT ROUTINE
2750 HS$(5)=SCORE%:HSN$(5)=NAME$
2760 FOR LOOP%=4 TO 1 STEP -1
2770 C%=0
2780 FOR I%=1 TO LOOP%
2790 IF HS%(I%)>=HS%(I%+1) THEN C%=C%+1
:GOTO 2830
2800 DUM$=HSN$(I%+1):DUM%=HS%(I%+1)
2810 HSN$(I%+1)=HSN$(I%):HS%(I%+1)=HS%(
I%)
2820 HSN$(I%)=DUM$:HS%(I%)=DUM%
2830 NEXTI%
2840 IF C%=LOOP% THEN LOOP%=0
2850 NEXTLOOP%
2860 ENDPROC
2870 :
2880 DEF PROCCONGRATS
2890 RESTORE 2940
2900 FORSD%=1TO22:READ F%,D%:SOUND1,-15
,F%,D%:NEXT
2910 TIME=0:REPEATUNTILTIME>300
2920 ENDPROC
2930 :
2940 DATA81,5,89,5,97,5,101,10,81,15,10
1,5,97,5,101,5,109,10,89,15,89,5,97,5,10
1,5,117,9,109,3,109,3,101,5,101,5,97,5,8
9,5,97,5,101,25
2950 :
2960 DEF PROCBYE
2970 CLS
2980 FOR YGB%=3 TO 18 STEP 15
2990 FOR I%=1TO2:PRINTTAB(10,YGB%+I%)CH
R$141CHR$129CHR$136"G O O D B Y E":NEXT
3000 NEXT
3010 PRINTTAB(6,9)CHR$132"THE HIGHEST S
CORE WAS"CHR$136;HS$(1)
3020 PRINTTAB(8,12)CHR$130"ACHIEVED BY"
CHR$136HSN$(1)
3030 PRINTTAB(14,14)CHR$131"ON LEVEL"CH
R$136;LEV%
3040 RESTORE3090
3050 FORSD%=1TO16:READ F%,D%:SOUND1,-15
,F%,D%:NEXT
3060 G%=INKEY(1000)
3070 ENDPROC
3080 :
3090 DATA89,10,89,6,125,20,89,10,97,6,1
29,20,125,7,117,3,137,10,129,7,117,3,137
,10,129,7,117,3,125,6,109,30

```


CATERPILLAR BY STEVEN HOWARD

```

10 TX=0:SY=0
20 SYMBOL AFTER 240
30 SYMBOL 240,153,90,24,219,90,2
19,90,219
40 SYMBOL 241,6,24,126,223,191,1
91,223,126
50 SYMBOL 242,60,126,255,255,24,
24,24,24
60 SYMBOL 243,0,0,0,15,63,127,25
5,255
70 SYMBOL 244,0,0,0,0,224,240,24
8,248
80 SYMBOL 245,7,7,7,7,7,0,0,0
90 SYMBOL 246,8,28,28,107,127,10
7,8,28
100 SYMBOL 247,128,112,248,252,2
54,126,31,7
110 SYMBOL 248,133,201,113,49,11
9,30,4,4
120 SYMBOL 249,0,24,44,94,94,191
,191,255
130 SYMBOL 250,0,255,126,60,7,0,
0,0
140 GOSUB 780
150 INK 0,0:INK 1,10:INK 2,12:IN
K 3,4:INK 4,3:INK 5,9:INK 6,13:IN
K 7,9,0
160 MODE 0
170 TAG
180 XZ=290:YZ=100
190 TI=0
200 SOUND 1,300,10,7,0,0,1
210 GOSUB 380
220 GOSUB 420
230 TI=TI+20
240 BZ=247:CZ=4
250 IF TI>1000 AND TI<1500 THEN
GOSUB 520
260 BZ=248:CZ=6
270 IF TI>3000 AND TI<3500 THEN
GOSUB 520
280 BZ=242:CZ=5
290 IF TI>3500 AND TI<4500 THEN
GOSUB 520
300 BZ=246:CZ=3
310 IF TI>5000 AND TI<5500 THEN
GOSUB 520
320 BZ=241:CZ=1
330 IF TI>6500 AND TI<7000 THEN
GOSUB 520
340 IF INT(RND*50)=1 THEN GOSUB
570
350 GOSUB 640
360 IF TI>7500 THEN TI=0:GOTO 20
0
370 GOTO 200

```

Well, it would seem that caterpillars don't like mushrooms. So, in this game you must guide your caterpillar through the mushroom patch, avoiding the mushrooms, but picking up twigs, flowers, apples and acorns for bonus points as you work your way through the seasons.

There are only two keys to master: "Z"—Left "M"—Right but you'll still find this game pretty tough. For such a short game, the graphics are excellent and will no doubt provide many tips for prospective game writers.

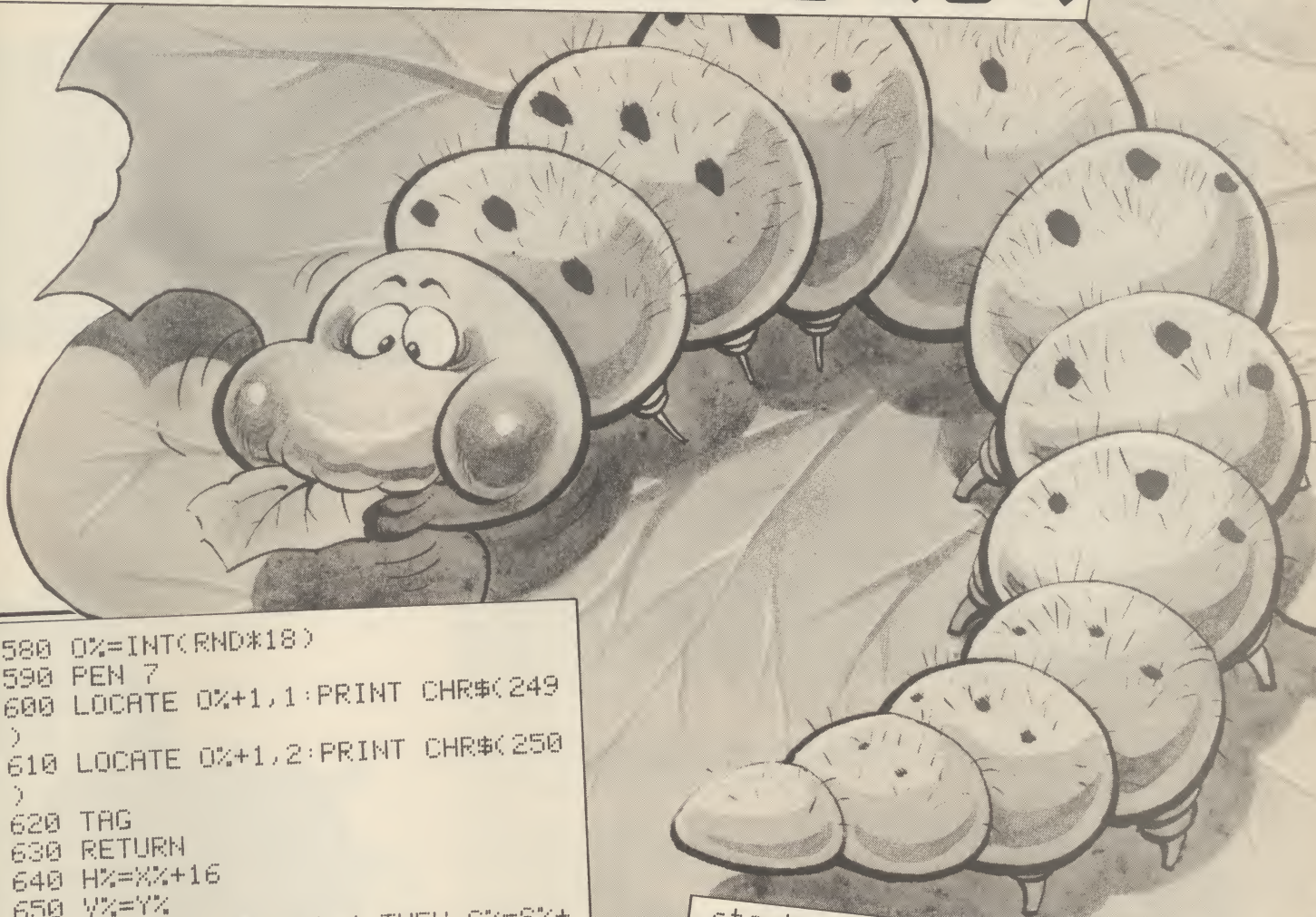
```

380 MOVE XZ,YZ:PRINT CHR$(240);
390 IF INKEY(38) AND XZ>20 THEN
XZ=XZ-8
400 IF INKEY(71) AND XZ<600 THEN
XZ=XZ+8
410 RETURN
420 TAGOFF
430 LZ=INT(RND*17)+1
440 PEN 5
450 LOCATE LZ,1:PRINT CHR$(243)
460 LOCATE LZ+1,1:PRINT CHR$(244)
)
470 PEN 2
480 LOCATE LZ,2:PRINT CHR$(245)
490 LOCATE 1,1:PRINT CHR$(11)
500 TAG
510 RETURN
520 TAGOFF
530 PEN CZ
540 LOCATE (INT(RND*20))+1,1:PRI
NT CHR$(BZ)
550 TAG
560 RETURN
570 TAGOFF

```



AMSTRAD CPC464



```

580 OZ=INT(RND*18)
590 PEN 7
600 LOCATE OZ+1,1:PRINT CHR$(249
)
610 LOCATE OZ+1,2:PRINT CHR$(250
)
620 TAG
630 RETURN
640 HZ=X%+16
650 VZ=Y%
660 IF TEST(HZ,VZ)=4 THEN S%=S%+
5:SOUND 1,80,10,7
670 IF TEST(HZ,VZ)=6 THEN S%=S%+
10:SOUND 1,70,10,7
680 IF TEST(HZ,VZ)=3 THEN S%=S%+
15:SOUND 1,60,10,7
690 IF TEST(HZ,VZ)=1 THEN S%=S%+
20:SOUND 1,50,10,7
700 IF TEST(HZ,VZ)=7 THEN S%=S%+
50:SOUND 1,40,10,7
710 IF TEST(HZ,VZ)=5 THEN GOTO 7
50
720 TAGOFF
730 TAG
740 RETURN
750 SOUND 1,650,50,7,0,0,1
760 IF S%>T% THEN T%=S%
770 FOR O=1 TO 2000:NEXT
780 INK 0,0:INK 1,12:INK 2,4:INK
3,9
790 MODE 1:PEN 2:BORDER 0:PAPER
0
800 LOCATE 14,1:PRINT "CATERPILL
AR"
810 PEN 3:LOCATE 4,4:PRINT "Guid
e the caterpillar through the"
820 PRINT " mushroom Patch.You

```

```

start in Autumn"
830 PRINT " and work your way t
hrough the four"
840 PRINT " seasons.You score p
oints by eating"
850 PRINT " food on the way:"
860 PEN 1:LOCATE 10,11:PRINT "le
aves.....5 Points"
870 PRINT "
Points"
880 PRINT "
Points"
890 PRINT "
Points"
900 PRINT "
Points"
910 PEN 2:LOCATE 10,17:PRINT "2
= left M = right"
920 PEN 3:LOCATE 11,19:PRINT "HI
GH SCORE ";T%
930 LOCATE 11,21:PRINT "YOUR SCO
RE ";S%
940 PEN 1:LOCATE 10,24:PRINT "PR
ESS SPACE TO START";
950 S%=0
960 G=INKEY(47):IF G=0 THEN GOTO
150 ELSE GOTO 960

```


SHOW JUMPING BY ERIC TILLEY

```

1 GRAPHICS 2+16:POSITION 4,0: ? #6;"SHOW JUMPING":POSITION 8,1: ? #6;"BY":POSITION
  4,2: ? #6;"ERIC TILLEY"
2 GOSUB 2000:POSITION 4,4: ? #6;"[INV]MOVE[INV] [INV]STICK[INV] [INV]TO[INV]":POS
  ITION 4,5: ? #6;"[INV]SELECT[INV] [INV]NUMBER[INV]":POSITION 6,6: ? #6;"[INV]OF[IN
  V] [INV]JUMPS[INV]"
3 POSITION 2,8: ? #6;"trigger to start":NUMJMP=10
4 POSITION 2,11:PRINT #6;"JUMPS=";NUMJMP:FOR D=1 TO 50:NEXT D
5 IF STRIG(0)=0 THEN 10
6 IF STICK(0)<>15 THEN NUMJMP=NUMJMP+10:IF NUMJMP>30 THEN NUMJMP=10
7 GOTO 4
10 GRAPHICS 18:POSITION 2,2: ? #6;"PLEASE WAIT":POSITION 2,4: ? #6;"WHILE STEWARDS
  ":POSITION 2,6: ? #6;"SET UP COURSE"
11 FOR D=1 TO 1000:NEXT D
12 GOSUB 10000
13 UP=0:UPC=1:SP=50:H=1:FLTS=0
14 JMPCOU=0
20 D=USR(VP,REST1,0,PL0):D=USR(VP,REST2,0,PL1)
22 FOR D=1 TO 200:NEXT D
24 GOSUB 1540
26 STATIM=((PEEK(18)*65536)+(PEEK(19)*256)+PEEK(20))/60
40 J=INT(RND(0)*10)+1:D=USR(VP,JUMP(J),0,PL2):IF J=1 OR J=4 THEN POKE 53258,3
50 FOR I=191 TO 39 STEP -4
51 IF UP=0 THEN SOUND 0,200,8,15:SOUND 0,0,0,0
55 IF STRIG(0)=0 AND UP<>1 THEN UP=1:D=USR(VP,HORSE(3),PLO,PLO-10):D=USR(VP,HORS
  E(2),PL1,PL1-10):DST=10-(SP/10)
56 IF UP=0 THEN D=USR(VP,HORSE(H),PLO,PLO):D=USR(VP,HORSE(H+1),PL1,PL1)
57 IF UP=1 THEN UPC=UPC+1:IF UPC>DST THEN UPC=1:UP=0:D=USR(VP,HORSE(H),PLO-10,PL
  0):D=USR(VP,HORSE(H+1),PL1-10,PL1)
58 IF UP=0 THEN SOUND 0,130,8,15:SOUND 0,0,0,0
80 POKE 53250,1
85 IF PEEK(HIT1)>2 OR PEEK(HIT2)>2 THEN GOSUB 300
90 H=H+2:IF H>3 THEN H=1
92 IF STICK(0)<8 THEN SP=SP-2:IF SP<0 THEN SP=0
93 IF STICK(0)>8 AND STICK(0)<13 THEN SP=SP+2:IF SP>=50 THEN SP=50
95 FOR D=0 TO SP:NEXT D
100 NEXT I
101 JMPCOU=JMPCOU+1:IF JMPCOU=NUMJMP THEN 600
105 POKE 53258,INT(RND(0)*2)
110 D=USR(VP,JUMP(J),PL2,0)
120 GOTO 40
300 SOUND 0,2,8,10:FLTS=FLTS+4:SP=50:UP=0:UPC=1
306 D=USR(VP,HORSE(3),PLO-10,0):D=USR(VP,HORSE(2),PL1-10,PL1)
310 D=USR(VP,FALL1,PLO,PLO):D=USR(VP,FALL2,PL1,PL1)
330 FOR Z=I TO I-40 STEP -1
340 POKE 53250,Z
350 NEXT Z
360 I=I-40:POKE HITCLR,1
370 SOUND 0,0,0,0:FOR D=1 TO 250:NEXT D
380 RETURN
600 FINTIM=((PEEK(18)*65536)+(PEEK(19)*256)+PEEK(20))/60
610 D=USR(VP,REST1,PLO,PLO):D=USR(VP,REST2,PL1,PL1)
620 GOSUB 1540
630 TOTIM=FINTIM-STATIM
640 GRAPHICS 2+16
641 POKE 53277,0
650 POSITION 0,0:PRINT #6;"[INV]JUMPS[INV] ";NUMJMP
660 POSITION 0,2:PRINT #6;"[INV]faults[INV] ";FLTS
670 POSITION 0,4:PRINT #6;"time ";TOTIM
675 GOSUB 2000
700 GOTO 700
1540 FOR J=1 TO 25
1550 SOUND 0,10,14,15:SOUND 1,20,14,15
1560 FOR D=1 TO 5:NEXT D
1570 SOUND 0,15,14,15:SOUND 1,25,14,15
1580 FOR D=1 TO 5:NEXT D
1590 NEXT J
1600 SOUND 0,0,0,0:SOUND 1,0,0,0
1610 RETURN
2000 FOR S1=0 TO 2
2010 FOR S2=1 TO 2
2020 GOSUB 2070:FOR D=1 TO 60:NEXT D:GOSUB 2120
2030 FOR S3=1 TO 3:GOSUB 2070:FOR D=1 TO 15:NEXT D:GOSUB 2120:NEXT S3
2040 NEXT S2
2045 NEXT S1
2050 S1=3:GOSUB 2070:FOR D=1 TO 200:NEXT D:GOSUB 2120
2060 RETURN
2070 SOUND 0,81,10,10
2080 IF S1>0 THEN SOUND 1,64,10,10
2090 IF S1>1 THEN SOUND 2,53,10,10
2100 IF S1>2 THEN SOUND 3,40,10,10

```

Make the jumps safely, but all the time keep an eye on the clock. This game has you competing as a show jumper.

You have to clear all the jumps, including uprights, doubles and the dreaded water, to complete the course.

The game graphics are excellent, especially when your horse falls! Of course, the idea is that

```

2110 RETURN
2120 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND 0,0,0,0
2130 RETURN
10000 REM SET UP P.M
10010 POKE 106,PEEK(106)-5:GRAPHICS 3+
10020 PMBASE=(PEEK(106)+1)*256
10030 POKE 54279,PEEK(106)+1
10035 POKE 53277,3:POKE 559,46

```



you fall as little as possible, thus keeping down the number of faults at the end. This involves timing the speed and the jumps correctly. Use the joystick:
 RIGHT—Increase Speed
 LEFT—Decrease Speed
 FIRE—Jump

When typing in the listing, take care of the graphics commands, shown as [INV].



```

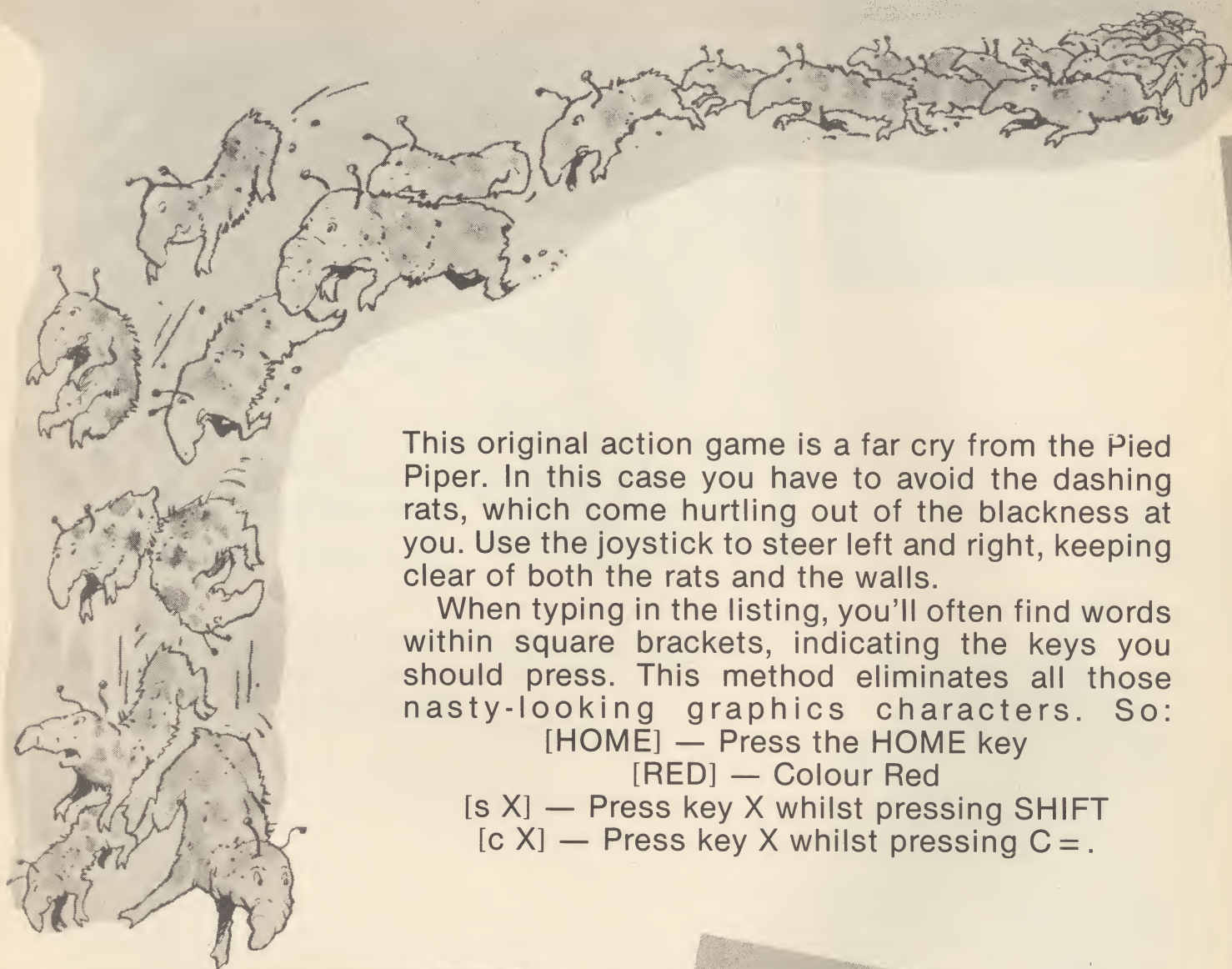
10036 FOR I=0 TO 1023
10037 POKE PMBASE+I,0
10038 NEXT I
10040 PLO=PMBASE+580:PL1=PLO+128:PL2=PL1+132
10060 DIM HORSE(4),JUMP(10),TXT$(8)
10070 HORSE(1)=PMBASE:HORSE(2)=HORSE(1)+13:HORSE(3)=HORSE(2)+13:HORSE(4)=HORSE(3)+13
10090 JUMP(1)=HORSE(4)+13:FOR I=2 TO 10:JUMP(I)=JUMP(I-1)+9:NEXT I
10091 FALL1=JUMP(10)+11:FALL2=FALL1+13
10092 REST1=FALL2+13:REST2=REST1+13
10094 RESTORE 10220
10100 FOR I=0 TO 195
10110 READ X:POKE PMBASE+I,X:SOUND 0,I,10,5
10120 NEXT I
10130 POKE 623,1:POKE 712,154:POKE 708,194
10140 COLOR 1
10145 SOUND 0,0,0,0
10150 FOR I=16 TO 23
10160 PLOT 0,I:DRAWTO 39,I
10170 NEXT I
10180 POKE 53248,80:POKE 53249,88
10190 POKE 704,34:POKE 705,34:POKE 706,0
10192 HITCLR=53278:HIT1=53260:HIT2=53261
10220 DATA 12,0,0,32,33,35,63,127,127,127,113,41,28
10230 DATA 12,48,116,199,247,204,252,252,248,248,56,208,96
10240 DATA 12,0,0,0,129,67,63,63,127,127,89,209,160
10250 DATA 12,48,112,192,242,207,255,255,249,248,12,138,5
10260 DATA 8,0,0,0,129,129,129,129,129
10270 DATA 8,0,0,0,24,25,25,31,31
10280 DATA 8,4,14,26,18,50,126,66,194
10290 DATA 8,129,129,129,129,129,129,129,129
10300 DATA 8,12,12,71,35,31,31,63,255
10310 DATA 8,32,64,129,143,255,243,252,255
10330 DATA 8,255,255,129,255,129,255,255,255
10340 DATA 8,24,24,255,129,255,129,255,129
10350 DATA 8,0,0,1,3,7,15,31,63
10360 DATA 10,0,0,0,0,0,0,255,255,255
10370 DATA 12,0,0,0,0,12,12,71,35,31,31,63,255
10380 DATA 12,0,0,0,0,32,64,129,143,255,243,252,255
10390 DATA 12,1,1,3,3,199,63,127,127,127,65,33,32
10400 DATA 12,128,136,14,238,152,248,248,248,240,8,144,16
20000 VP=1536
20005 RESTORE 20050
20010 FOR I=0 TO 43
20020 READ X:POKE VP+I,X
20030 NEXT I
20040 RETURN
20050 DATA 104,162,5,104,149,220,202,16,250,198,220,198,222,160,0,177,224,170
20060 DATA 168,165,223,240,9,169,0,145,222,136,208,249,138,168,165,221,240,7,177,224,145,220,136,208,249,96
  
```

OUND 0,0,0:SOUND 3,0,0,0

S 3+1



SEWER RATS BY MARK ELLIS



This original action game is a far cry from the Pied Piper. In this case you have to avoid the dashing rats, which come hurtling out of the blackness at you. Use the joystick to steer left and right, keeping clear of both the rats and the walls.

When typing in the listing, you'll often find words within square brackets, indicating the keys you should press. This method eliminates all those nasty-looking graphics characters. So:

[HOME] — Press the HOME key

[RED] — Colour Red

[s X] — Press key X whilst pressing SHIFT

[c X] — Press key X whilst pressing C =.

```

1010 PRINTCHR$(147)
1020 L$="":FORI=1TO4:L$=L$+CHR$(157):NEXT
1030 POKE53280,0:POKE53281,0
1040 GOSUB1820:REM TITLE
1050 REM *** READ SPRITE DATA ***
1060 FORI=OTO62:READJ:POKE832+I,J:NEXT
1070 FORI=OTO62:READJ:POKE896+I,J:NEXT
1080 FORI=OTO62:READJ:POKE960+I,J:NEXT
1090 PRINTCHR$(147)
1100 REM *** SET UP SPRITES ***
1110 POKE2040,13:VC=53248:POKEVC+21,5
1120 POKE2041,14:POKE2042,15:POKEVC+40,8
1130 POKEVC+39,14:POKEVC+23,7:POKEVC+29,
7
1140 POKEVC+0,150:POKEVC+1,180
1150 POKEVC+28,2:POKEVC+41,10
1155 POKE54296,15
    
```

```

1160 REM *** SET UP SOUND ***
1170 S=54272:FORI=OTO24:POKES+I,0:NEXT
1180 S1=54286:POKES+5,31:POKES+6,240
1190 POKES+24,15:POKES1+5,31:POKES1+6,24
0
1200 L=12:X=150:W=12:Z=0:SE=0
1210 POKE646,14
1220 PRINTCHR$(19)CHR$(5)
1230 FORI=1TO21
1240 PRINTTAB(9)"[c B] "SPC(16)" [c B]"
1250 NEXT:POKEVC+31,0:POKEVC+30,0
1280 PRINTCHR$(19)CHR$(30)
1290 FORI=1TO21
1300 PRINTCHR$(18)"
1310 PRINT"
1320 NEXTI
1330 PRINTCHR$(19)CHR$(5)"SCORE:"
1340 PRINTCHR$(19)TAB(28)"HIGH:"
    
```


C64



```

1350 REM ***MAIN LOOP ***
1360 IFCR=OTHENGOSUB1580
1370 SE=SE+1
1380 CY=CY+16:IFCY>210THENCY=1:CR=0
1390 P=PEEK(56320)
1400 IFP=123THENZ=1
1410 IFP=119THENZ=2
1420 ONZGOSUB1530,1550
1430 POKEVC+0,X
1440 POKEVC+4,R:POKEVC+5,CY
1450 PRINTCHR$(19)TAB(6)"    "L$SE
1460 IFSE>HITHENHI=SE
1470 PRINTCHR$(19)TAB(34);HI
1480 IFPEEK(VC+31)AND1=1THEN1600
1490 IFPEEK(VC+30)AND1=1THEN1600
1500 POKEVC+31,0:POKEVC+30,0
1510 GOTO1360
1520 REM *** MAN DIRECTION ***
1530 X=X-2:IFX<10THENX=10
1540 RETURN
1550 X=X+2:IFX>250THENX=249
1560 RETURN
1570 REM *** NEW POSITION OF RAT ***
1580 R=INT(RND(TI)*84+110):CR=2
1581 FORK=150TO250STEP15:POKES+11,17:POKES+8,K: NEXT
1583 POKES+11,0:RETURN
1590 REM *** CRASH INTO KERB ***
1600 POKEVC+21,6:POKES1+4,0
1610 POKEVC+2,X:POKEVC+3,180
1620 FORV=15TO0STEP-1:POKES+1,2+V
1630 POKE53270,INT(RND(1)*8)
1640 POKES+4,129:POKES+24,V
1650 POKEVC+37,INT(RND(TI)*15)
1660 POKEVC+38,INT(RND(TI)*15)
1670 NEXT:POKES+4,0
1680 POKEVC+21,0
1690 REM *** NEW GAME ***
1700 PRINTCHR$(19):CY=1:CR=0
1710 POKE646,INT(RND(TI)*15)
1720 FORI=1TO4:PRINTCHR$(17):NEXT
1730 POKE53270,200
1740 PRINTTAB(12)"YOU HAVE BEEN"
1750 PRINTTAB(11)"EATEN PRESS FIRE"
1760 POKEVC+4,R:POKEVC+5,CY
1770 IFPEEK(56320)<>111THEN1700
1780 PRINTCHR$(145)CHR$(145)CHR$(145)

```

```

1790 PRINTTAB(12)"
1800 PRINTTAB(11)"
13
1810 GOTO1110
1820 REM *** TITLE PAGE ***
1830 PRINTCHR$(19)CHR$(5)
1840 PRINTTAB(7)"> S E W E R * ";
1850 PRINT"R A T S <"
1860 PRINTCHR$(17)CHR$(17)
1865 PRINTTAB(5)"
1866 PRINTTAB(5)"
1867 PRINTTAB(5)"
1868 PRINTTAB(5)"
1869 PRINTTAB(5)"
1870 PRINTTAB(5)"USE JOYSTICK TO ";
1880 PRINT"STEER YOUR MAN"
1890 PRINTTAB(5)"AND AVOID THE ";
1900 PRINT"SEWER RATS...."
1910 PRINTTAB(5)"ALSO WATCH OUT, ";
1920 PRINT"FOR THE WALLS...."
1930 PRINTCHR$(17)CHR$(17)CHR$(17)
1940 PRINTTAB(9)"PRESS A KEY TO PLAY"
1950 GETA$:IFA$=""THEN1950
1960 RETURN:REM INTO GAME
1970 REM *** SPRITE 0 (MAN) ***
1980 DATA0,0,0,0,60,0,0,60,0,0
1990 DATA60,0,0,24,0,0,255,0,1
2000 DATA189,128,1,60,128,1,60,128,1,255
2010 DATA128,0,126,0,0,60,0,0,36
2020 DATA0,0,36,0,0,36,0,0,231,0
2030 DATA0,0,0,0,0,0,0,0,0,0
2040 DATA0,0,0,0,0
2050 REM ** SPRITE 1 (CROSSBONES) **
2060 DATA0,248,0,1,252,0,3,254,0,2
2070 DATA114,0,2,114,0,3,222,0
2080 DATA3,222,0,3,254,0,1,140,0,2
2090 DATA250,0,6,115,0,1,4,0,0
2100 DATA136,0,0,80,0,0,32,0
2110 DATA0,80,0,0,136,0,1,4,0
2120 DATA6,3,0,2,2,0,0,0,0
2130 REM *** SPRITE 2 (RAT) ***
2140 DATA0,16,0,0,16,0,0,16,0,0
2150 DATA16,0,0,16,0,0,16,0,0
2160 DATA16,0,0,16,0,0,124,0,0,254
2170 DATA0,0,254,0,0,254,0,0,254
2180 DATA0,0,254,0,0,254,0,0,186,0
2190 DATA0,254,0,0,124,0,0,56,0,0,16,0,0
0,0

```

":REM 11
":REM

BY M.ELLIS"
[c T][c T][c T][c T][c T][c T][c T]



ROCK FALL

BY ANDREW CLAPHAM

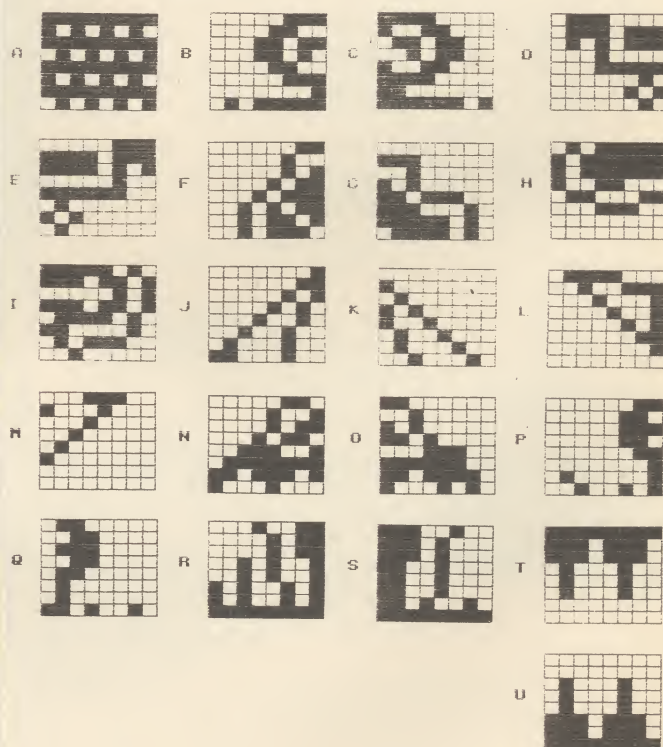
```

1 LET h$="000"
5 REM ROCK FALL February 85
  By A. CLAPHAM
10 DATA 255,170,255,85,255,170
,255,85
20 DATA 7,12,27,26,12,7,1,95
30 DATA 240,152,108,44,152,240
,192,253
40 DATA 112,119,87,16,31,2,5,2
50 DATA 7,247,245,4,252,32,80,
32
60 DATA 3,4,5,11,23,43,45,46
70 DATA 0,224,32,160,220,226,2
50,122
80 DATA 95,191,191,152,99,28,0
,0
90 DATA 250,237,5,237,122,194,
92,32
100 DATA 1,3,5,10,18,36,68,200
110 DATA 0,128,64,160,144,72,68
,34
120 DATA 120,39,17,9,5,3,1,0
130 DATA 28,136,16,32,64,128,0,
0
140 DATA 6,9,11,22,57,127,221,1
36
150 DATA 192,32,160,208,28,252,
222,138
151 DATA 3,6,7,6,3,1,65,37
152 DATA 96,48,112,48,96,64,64,
210
153 DATA 19,11,11,41,41,165,165
,255
154 DATA 228,232,232,200,200,20
0,210,255
155 DATA 255,238,238,68,68,68,0
,0
156 DATA 0,0,68,68,68,238,238,2
55
160 FOR n=USR "a" TO USR "u"+7:
READ x: POKE n,x: NEXT n
170 FLASH 0: OVER 0: INVERSE 0:
BORDER 1: PAPER 1: INK 7: BRIGH
T 1: CLS
180 LET a$="1100010001101010101
01010100011001100101010001010101
00100011010100000000000000000011
10010010001000100010101000100011
00111010001000100010101110111"
190 LET p=1
200 FOR n=1 TO 9: FOR m=1 TO 16
210 IF a$(p)="1" THEN PRINT I
NK 6:AT n*2,(m-1)*2;"FG":AT n*2+
1,(m-1)*2;"HI"
215 IF INKEY$="s" THEN LET m=1
00: LET n=200: NEXT m: NEXT n: G
O TO 400

```

Infinite screens, and all different, should keep you glued to this *Boulder Dash* variation. The idea of the game is to collect five diamonds on each screen, whilst avoiding Egbert, the alien. Whenever you tunnel underneath a rock, the rock will fall, either stunning the alien for a bonus, or destroying a diamond (not advised!). Every five screens there will be no earth to tunnel through and on later screens the alien will speed up.

When typing the listing, you'll come across underlined characters. These are in place of the user-defined graphics which are normally scattered through the listing and should be typed in GRAPHICS mode (the G cursor). So if you see the character F, enter graphics mode (CAPS SHIFT + '9'), then hit the character and then return to normal mode (CAPS SHIFT + '9' again). You may also come across a set of characters such as sh8. These refer to Spectrum symbol graphics (above the keys 1 to 8). Again in graphics mode, hold down the SHIFT key whilst pressing the number (in this case '8'). When the program has been run, a listing will show the graphics, shown in the diagram below.



```

220 LET p=p+1
230 NEXT m: NEXT n
240 FOR n=0 TO 15
245 IF INKEY$="s" THEN GO TO 4
00

```


SPECTRUM 16/48K

```

250 PRINT AT 0,n: INK 5:" BC":A
T 1,n: INK 4:" DE"
260 PRINT AT 11,30-n: INK 7:"NO
"
270 PRINT AT 20,n: INK 3:" JK":
AT 21,n:" LM"
280 BEEP .01,n: NEXT n
290 LET a$="

```

Press S to play.

A.Clapham presents

-----ROCKFALL-----

Guide Ernie the mining robot to collect five diamonds. Avoid Eggbert NO and do not run out of air. KEYS Q=UP A=DOWN M=RIGHT N=LEFT

295 LET a\$=a\$+"5 points for each jewel + bonus for screen and killing Eggbert. CAN YOU BEAT THE HIGHSCORE OF "+h\$+" ???

```

300 DIM k(4): LET c=1: LET d=1:
RESTORE 370: FOR n=1 TO 4: READ
k(n): NEXT n: RESTORE 360: READ
q,z: IF INKEY$="s" THEN GO TO
400

```

```

310 LET x=0: FOR n=1 TO LEN a$-
32: LET x=x+1: IF x=8 THEN LET
x=1

```

```

320 IF INKEY$="s" THEN LET n=1
000: GO TO 340

```

```

330 PRINT AT 10,0: INK x:a$(n T
O n+31): BEEP .01,q: LET z=z-1:
IF z=0 THEN READ q,z: IF z=99 T
HEN RESTORE 360: READ q,z

```

```

335 BEEP .01,k(c): LET d=d+1: I
F d=3 THEN LET d=1: LET c=c+1:

```

```

IF c=5 THEN LET c=1

```

```

340 NEXT n: IF n<1000 THEN GO
TO 310

```

```

350 GO TO 400

```

```

360 DATA -59,16,4,3,-59,1,4,4,7
,3,-59,1,7,4,11,4,9,2,7,2,11,8,1
6,3,-59,1,16,2,14,2,11,4,9,2,7,2
,11,4,9,2,7,2,4,4,4,8

```

```

365 DATA 4,4,99,99

```

```

370 DATA -8,-1,0,-1

```

```

390 DATA 99,99

```

```

400 LET sc=1

```

```

410 LET s=0

```

```

420 LET l=3

```

```

430 INK 7: PAPER 1: BRIGHT 1: C
LS

```

```

440 PRINT AT 10,10:"SCREEN ";sc

```

```

441 IF sc=1 THEN PRINT AT 12,0
: PAPER 7: INK 0:" THE EA
SY SCREEN

```

```

442 IF sc=5 THEN PRINT AT 12,0
: PAPER 7: INK 0:" Mind the V
enus Fly Traps

```

```

443 IF sc=11 THEN PRINT AT 12,
0: INK 0: PAPER 7:"Watch out,you
go half the speed!"

```

```

444 IF sc=16 THEN PRINT AT 12,
0: PAPER 7: INK 0:" Mind th
e robot traps

```

```

445 IF sc=18 THEN PRINT AT 12,
0: PAPER 7: INK 0:"You must have
skill to succeed!!"

```

```

450 BEEP .2,4: BEEP .2,0: BEEP
.2,4: BEEP .4,7

```

```

460 RANDOMIZE sc

```

```

470 PAUSE 150: CLS : IF sc/5<>I
NT (sc/5) THEN LET w$="AA"+FN s
$(2)+"AAAAAAAAA"+FN s$(1)+"AAAAAA
"+FN s$(4)+"AAAA"+FN s$(6)+"AAAA

```



ROCK FALL

BY ANDREW CLAPHAM



```

": FOR n=0 TO 21: PRINT AT n,0:
INK 2: PAPER 1:w$: NEXT n
  480 IF sc>1 THEN DIM w$(32): P
RINT AT 10,0:w$:AT 11,0:w$
  485 FOR m=NOT (sc>4) TO 2: FOR
n=1 TO 12+sc*m
  490 LET x=INT (RND*10)*2: LET y
=INT (RND*16)*2: IF x=10 THEN G
O TO 490
  495 IF m=0 THEN PRINT AT x,y:
INK 4: BRIGHT 0:"PQ":AT x+1,y:"R
S"
  500 IF m=2 THEN PRINT AT x,y:
INK 6:"FG":AT x+1,y:"HI"
  520 IF m=1 THEN PRINT AT x,y:
PAPER 1:" ":AT x+1,y:" "
  530 NEXT n: NEXT m
  540 FOR n=1 TO 5
  550 LET x=INT (RND*10)*2: LET y
=INT (RND*16)*2
  560 IF x=10 THEN GO TO 550
  565 IF ATTR (x,y)=71 THEN GO T
O 550
  570 PRINT AT x,y: INK 7: PAPER
0: BRIGHT 1:"JK":AT x+1,y:"LM":
NEXT n
  580 LET h=10: LET p=0: LET oh=h
: LET op=p: LET mh=10: LET mp=30
: LET omh=mh: LET omp=mp
  590 LET md=1
  700 LET g=0: LET air=200-(sc*25
): IF air<60 THEN LET air=60
  710 GO SUB 1000
  720 GO SUB 2000
  730 DIM x(4): DIM y(4): LET x(1
)=-2: LET y(2)=2: LET x(3)=2: LE

```

```

T y(4)=-2
  740 IF sc<11 OR sc>14 THEN GO
TO 770
  750 GO SUB 3000: GO SUB 2000: G
O SUB 3000: GO SUB 2000: GO SUB
4000: GO SUB 1005
  760 GO TO 750
  770 IF sc<16 OR sc>25 THEN GO
TO 800
  780 FOR u=1 TO 4: GO SUB 2000:
GO SUB 3000: GO SUB 4000: GO SUB
1005: NEXT u
  790 GO SUB 9000: GO TO 780
  800 GO SUB 2000: GO SUB 3000: G
O SUB 4000: GO SUB 1005
  810 GO TO 800
1000 PRINT )0:AT 1,0:"SCR ":s;TA
B 10:"LVS ":1:TAB 16:"SCRN ":sc:
TAB 24:"AIR ":air;AT 0,0;"
  HIGHSCORE ":h$
1001 RETURN
1005 PRINT )0:AT 1,4:s:AT 1,28;a
ir;" "
1010 LET air=air-1: IF air<15 TH
EN BEEP .1,30
1020 IF air<=0 THEN FOR z=1 TO
15: BEEP .1,30: NEXT z: GO TO 60
00
1030 RETURN
2000 PRINT AT oh,op:" ":AT oh+1
.op:" ":AT h,p: INK 5:"BC":AT h
+1,p: INK 4:"DE":AT omh,omp:" "
:AT mh,mp: INK 7:"NO"
2010 LET oh=h: LET op=p: LET omh
=mh: LET omp=mp
2020 RETURN

```


SPECTRUM 16/48K

```

3000 LET nmd=md+1: IF nmd=5 THEN
  LET nmd=1
3010 LET nmh=mh+y(nmd): LET nmp=
mp+x(nmd)
3020 IF nmh<0 OR nmh>20 OR nmp<0
  OR nmp>30 THEN GO TO 3500
3030 IF SCREEN$ (nmh,nmp)<>" " T
HEN GO TO 3500
3040 LET md=nmd: LET mp=nmp: LET
mh=nmh: GO TO 3600
3500 LET nmh=mh+y(md): LET nmp=m
p+x(md)
3510 IF nmh<0 OR nmh>20 OR nmp<0
  OR nmp>30 THEN GO TO 3550
3520 IF SCREEN$ (nmh,nmp)<>" " T
HEN GO TO 3550
3530 LET mh=nmh: LET mp=nmp: GO
TO 3600
3550 LET md=md-1: IF md=0 THEN
LET md=4
3600 IF ABS (omh-oh)<4 AND ABS (
omp-op)<4 THEN GO SUB 8500: GO
TO 6000
3610 RETURN
4000 LET nh=h+((INKEY$="a")-(INK
EY$="q"))*2: LET np=p+((INKEY$="
m")-(INKEY$="n"))*2
4010 IF nh<0 OR nh>21 OR np<0 OR
np>31 THEN LET nh=oh: LET np=o
p
4020 IF ATTR (nh,np)=78 THEN BE
EP .01,12: LET nh=oh: LET np=op
4030 LET h=nh: LET p=np
4040 IF ATTR (h,p)=71 THEN FOR
n=1 TO 5: BEEP .01,n*5: NEXT n:
LET g=g+1: LET s=s+5: IF g=5 THE
N GO TO 8000
4045 IF ATTR (h,p)=12 THEN FOR
n=1 TO 5: BEEP .05,10: BEEP .05,
0: NEXT n: GO TO 6000
4046 IF ATTR (h,p)=85 THEN FOR
n=20 TO 0 STEP -1: BEEP .001,n:
NEXT n: GO TO 6000
4050 IF oh<>0 AND oh<>20 THEN I
F ATTR (oh-1,op)=78 THEN GO SUB
4500
4100 RETURN
4500 PRINT AT oh-2,op;" ":AT oh
-1,op;" ": FOR n=h TO 18 STEP 2
4510 PRINT AT n,op;" ":AT n+1,o
p;" ":AT n+2,op: INK 6;"FG";AT
n+3,op: INK 6;"HI"
4520 BEEP .01,(20-n)*2
4530 IF n+4=omh AND op=omp THEN
FOR q=69 TO 0 STEP -5: BEEP .00
5,q: NEXT q: FOR q=0 TO 69: BEEP

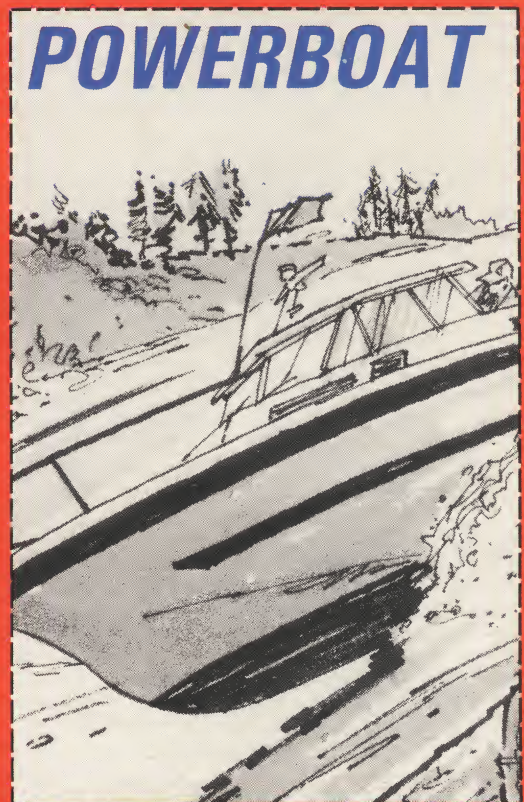
```

```

.005,q: NEXT q: PRINT AT omh,om
p;" ": LET s=s+100: LET mh=0: L
ET omh=0: LET mp=14: LET omp=14
4540 IF n<>18 THEN IF SCREEN$ (
n+4,op)<>" " THEN GO TO 4600
4550 PRINT AT oh,op;" ":AT oh+1
,op;" ":AT h,p: INK 5;"BC";AT h
+1,p: INK 4;"DE"
4560 NEXT n: LET n=18
4600 PRINT AT n+2,op: INK 6;"FG"
;AT n+3,op: INK 6;"HI"
4610 IF n+2=oh THEN LET oh=h
4620 RETURN
6000 PRINT AT oh,op;" ":AT oh+1
,op;" ":AT h,p: INK 5;"sh2sh7":
AT h+1,p;"sh2sh7": FOR n=69 TO 0
STEP -2: BEEP .01,n: NEXT n
6010 LET l=l-1: IF l=0 THEN GO
TO 7000
6020 GO TO 430
7000 BEEP .5,0: BEEP .5,0: BEEP
.25,0: BEEP .5,0: BEEP .5,2: BEE
P .25,1: BEEP .5,1: BEEP .25,0:
BEEP .5,0: BEEP .25,-1: BEEP 1,0
7010 LET a$=" G A M E O
V E R "
7020 FOR n=1 TO LEN a$: PRINT AT
10,n-1;a$(n): BEEP .005,60: BEE
P .005,10: NEXT n
7030 BEEP .5,-48
7035 IF s>VAL h$ THEN LET h$=ST
R$ s
7040 PAUSE 200: GO TO 170
8000 BEEP .2,12: BEEP .2,7: BEEP
.2,9: BEEP .4,11: BEEP .1,9: BE
EP .3,11: BEEP .4,12
8010 FOR n=air TO 0 STEP -3: LET
s=s+3: BEEP .003,n/4: PRINT )0:
AT 1,4;s:AT 1,28;n;" ": NEXT n:
LET sc=sc+1
8020 GO TO 430
8500 LET dy=omh*8-h*8: LET dx=om
p*8-p*8: FOR y=175-h*8 TO 175-h*
8-8 STEP -2: PLOT p*8+8,y: DRAW
dx,-dy: BEEP .01,RND*50: NEXT y:
RETURN
9000 LET x=INT (RND*16)*2: LET y
=INT (RND*11)*2
9010 IF ATTR (y,x)=71 OR (y=mh A
ND x=mp) OR (y=h AND x=p) THEN
RETURN
9020 PRINT AT y,x: INK 5: PAPER
2:"TT";AT y+1,x;"UU"
9030 RETURN
9999 DEF FN s$(s)=("AA" AND sc<=
s)+(" " AND sc>s)

```


THE GREAT C&VG COVER-UP!



Why not brighten up those boring old blank tape labels by using *C&VG's* Book of Games cassette inlays? Just use a sharp pair of scissors to cut out the labels, paste them onto the blank cassette inlay and you'll have your very own custom-made *C&VG* games cassette. Neat eh? If you don't want to spoil your Book of Games, why not get together with a friend and swap them — or else buy another copy of *C&VG*? We have to keep paying protection money to the Bugs somehow!

COMPUTER +VIDEO GAMES



**EXCLUSIVE PREVIEW
THE MAX GAME**



FREE BOOK OF GAMES

LISTINGS FOR SPECTRUM, C64, BBC, ATARI, AMSTRAD, QL.

WIN OUR BACK TO THE FUTURE VIDEO CAMERA

WIN: BLADE RUNNER'S COLOUR TV!/WIN: AMERICAN FOOTBALL KIT

ROBOT MESSIAH MAPPED/BECOME A FLEET STREET EDITOR/WIN: KORONIS RIFT

COMMANDO



Spectrum-£ 7.95
Commodore 64/128-
£ 9.95 (cass) £ 14.95 (disc)
Amstrad-£ 9.95 (cass)
£ 14.95 (disc)
BBC-£ 9.95 (cass)
£ 14.95 (disc)



The 'Official' home version of the smash-hit No. 1 arcade game.
Armed with a sub-machine gun and a pocketful of grenades, you face
overwhelming odds in this desperate death-or-glory bid to destroy the
enemy fortress.
Superb graphics, quality animation and some of the fastest action yet on
any home micro.
No wonder it went straight to No 1 in the 'Gallup' sales chart.
"If you want a game, then look no further than this, it's.....amazing!"
- Crash, Jan' 86.

Kick-Off the New Year with two A

Roller Coaster



Spectrum-£6.95
Commodore 64/128-
£7.95 (cass) £12.95 (disc)
Amstrad-£8.95 (cass)
£13.95 (disc)

Fast-action, theme-park excitement comes home.
Experience the thrill of the stomach-churning 'Big Dipper' and the
neck-wrenching, motion of the mind-spinning waltzers. Hold onto your
hat on the log-flume and join the fearless band who dare to ride the terror
of the 'Ghost Train'.
Another 'Smash' from Elite.

"This is everything a game should be, totally unpretentious and
tremendous fun to play"

-Crash, Jan '86.



All-Action titles from

elite

C+VG

THIS ISSUE

● This month's C+VG has MAX-imum impact. Not only has it got a totally FREE 32 page book of games but it also features a preview of Quicksilver's new game based on the exploits of that TV hero Max Headroom. There's also a chance to win some Max goodies.

We've also got some great prizes up for grabs in competitions based on **Gyroscope**, **Koronis Rift**, **Bladerunner**, **Super Bowl** and **Back to the Future**.

Do you produce a computer-related magazine at your school or club? If so, don't miss out on the competition based on **Mirrorsoft's Fleet Street Editor**. It could be your chance to hit the headlines.

There's also a spot of magic among the regular features. We meet the world's one and only Micro Magician.

And just for good measure we've got a map of **Robot Messiah** if you're in need of salvation from Alphabatim's new game.



EDITOR

Tim Metcalfe

DEPUTY EDITOR

Paul Boughton

EDITORIAL ASSISTANT

Lesly Walker

SUB-EDITOR

Seamus St John

DESIGN

Craig Kennedy

ADVENTURE WRITERS

Keith Campbell

Paul Coppins

Steve Donoghue

Jim Douglas

AMERICAN CORRESPONDENT

Marshall M. Rosenthal

ARCADES

Clare Edgeley

SOFTWARE CONSULTANT

Tony Takoushi

PUBLICITY

Marcus Rich

ADVERTISEMENT MANAGER

Louise Matthews

ADVERTISEMENT EXECUTIVE

Mike Corr

PRODUCTION ASSISTANT

Melanie Paulo

PUBLISHER

Rita Lewis

COVER

John Higgins

... and the Bug Hunters

© Jerry Paris

EDITORIAL AND ADVERTISEMENT

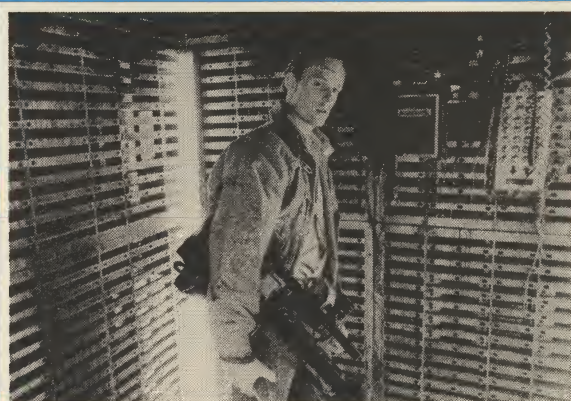
OFFICES

Priory Court

30-32 Farringdon Lane

London EC1R 3AU

Tel: 01-251 6222



MAX HEADROOM/P42



GYROSCOPE/P37

COMPUTER + VIDEO GAMES POSTAL SUBSCRIPTION SERVICE

By using the special Postal Subscription Service, copies of COMPUTER + VIDEO GAMES can be mailed direct from our offices each month to any address throughout the world. All subscription applications should be sent for processing to COMPUTER + VIDEO GAMES (Subscription Department), Competition House, Farmdon Road, Market Harborough, Leicestershire. All orders should include the appropriate remittance, made payable to COMPUTER + VIDEO GAMES. Annual subscription rates (12 issues): UK and Eire £15. Additional service information, including individual overseas airmail rates, available upon request. Circulation Department: EMAP National Publications. Published and distributed by EMAP National Publications Ltd.

Printed by Severn Valley Press.

Typeset by In-Step Ltd.



EVENTS

FEATURES

- 37 KORONIS RIFT/GYROSCOPE COMPETITIONS
- 40 FLEET STREET EDITOR COMPETITION
- 42 MAX HEADROOM/PREVIEW AND COMPETITION
- 45 IDEAS CENTRAL
- 48 PSI WARRIOR
- 53 BLADERUNNER — WIN A MONITOR
- 54 WIZARD OF THE MICRO
- 58 ROBOT MESSIAH MAP
- 62 DEAR BUGHUNTERS
- 64 TOP 30 SOFTWARE CHARTS
- 67 SUPER BOWL COMPETITION
- 69 ADVENTURE NEWS
- 70 ADVENTURE HELPLINE
- 73 ADVENTURE REVIEWS
- 77 ADVENTURE CREATORS
- 85 BACK TO THE FUTURE COMPETITION
- 87 FOOTBALL QUICK QUIZ COMPETITION
- 88 HALL OF FAME/HOT SHOTS
- 94 CHIMERA DIARY PART TWO
- 96 MAILBAG
- 98 NEXT MONTH

NEWS + REVIEWS

8 NEWS

● Demented demons hit the headlines with System 3's new game, Twister. Tony Takoushi lifts the lid on a new game for the Atari — Party Quiz. A Trivial Pursuit game with over 2,000 questions.

14 REVIEWS

● Sweevo's World, the cartoon-style caper from Gargoyle, is C+VG's Game of the Month. The C+VG review team have gone Wild West crazy this month with a round-up the best shoot-out games for your micro

50 ARCADE ACTION



FEBRUARY REVIEWS/14

SABOTEUR!

DURELL
software getting harder



**SPECTRUM
&
AMSTRAD**

R.R.P. £8.95

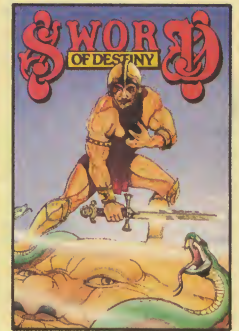
DURELL sales dept.,
Castle Lodge, Castle Green, Taunton TA1 4AB

YOUR MICRO NEEDS GREMLIN!!



GULLWING FALCON C16

The ultimate defender. The lone saviour of your planet's destiny. Can you master the Gullwing Falcon and put to flight the invading space pirates. Pilot your awesome craft through waves of attackers, making full use of the Desert of Pillars, blasting your way to glorious victory.



SWORD OF DESTINY C16

Armed only with the magical sword, the lost soul of Kelok must overcome the horrors of the serie Abyss of Death and reclaim the heart of this brave warrior stolen from the battlefield by Xorphas the evil warlock.



C16 CLASSICS C16

The years finest compilation of C16 spectaculars. An outstanding collection of games that have made their mark on their own but as a collection provide unbeatable value for money.



KUNG FU KID C16

Action packed martial arts spectacular the like of which has yet to be seen on the Commodore 16.



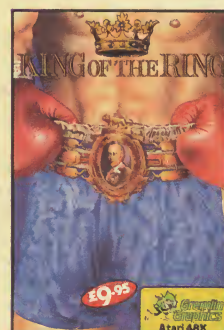
JETBRIX C16

Mind your head it's raining bricks! Watch your airspace the walls are taking over. You've got to be fast on the move, quick to the fire button to dodge this aerial assault and blast them to bits before they eventually overtake you. Real hova bovval!



ZONE X Atari

The age of technology makes its demands, nuclear energy opens new horizons, but more and more plutonium waste is ever generated, however can it be made safe? Government storage tanks are full so they've resorted to disused mineshafts. But mankind breeds its own subversives, bent on destruction, who attempt to seize plutonium from one such shaft. The theft went badly wrong leaving this awesome material scattered around emitting its deadly radiation. Someone must put their life at risk before this tragic disaster becomes an awful reality.



KING OF THE RING Atari

Not merely a boxing game, a complete campaign of action to take your man to the very top - world championship. Guide your fighter from fresh faced novice through his programme of training and fight preparation for every contest. Instruct him in tactics with "between rounds" comments. Be his mentor in carefully selecting the next opponent - match your man carefully. Finally the big chance - the world championship.



XARGON'S REVENGE C16

Defeated and broken the warriors of Xargon have regrouped and reformed. Infiltrators have alerted them of your horrific plan for their total destruction and now strengthened by the knowledge and experience of terrifying defeat they lie in wait to take their revenge on your invading armies.

Atari
£9.95
C16 CLASSICS

C16 / Plus 4
£6.95

Gremlin Graphics Software Limited Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423





NEWS

□ Watch out for **Uridium** the latest stylish shoot-out from **Paradroid** author **Andrew Braybrook**. Hewson Consultants promise super-fast scrolling and authentically addictive action packed with Andrew's neat graphics and super sonics. Here's just a glimpse of the game. More next issue.



□ Softsel and Infocom have come together to produce a special Christmas promotion announcing tremendous reductions on some of the most popular games.

The promotion of the 'Infocom Classics' is scheduled to begin mid November and will run through the duration of the Christmas period. Games to be featured are *Deadline*, *Hitch Hiker's Guide to the Galaxy*, *Planetfall*, *Seastalker* and *Zork I* — all of which run on the most popular machines.

The reductions on the adventure games are substantial. *The Hitch Hiker's Guide to the Galaxy*, which has been totally re-packaged, will drop to a recommended retail price of £24.95. *Deadline*, *Planetfall*, *Seastalker* and *Zork I* are all coming down by between £14.00 and £22.00 to £19.95 each.

The machines catered for in the promotion are the new Amstrad CP/M, Apple II, Apricot, Atari 800 and 520 ST, Commodore 64 (128), Macintosh and IBM.

■ Eighth Day Software's **Games Without Frontiers** range of adventures are now available for the following machines, priced £2.50 each.

On the Spectrum there's *Four Minutes to Midnight*, *Cuddles*, *Quann Tulla*, *Ice Station Zero*, *In Search of Angels* and *Faerie*.

Quann Tulla, *Ice Station Zero* and *Faerie* are available for the Commodore 64 and Amstrad.

■ There must be thousands of you games addicts out there who've become caught up in some marathon playing sessions. But have you beaten **24 hours** non-stop?

Well, that was that 14-year-old Bristol schoolboy Alan Tuckett and two friends achieved recently — and in the process raised around £80 for famine relief in Ethiopia.

Joining Andrew for the games playing were Stephen Davies, 14, and Paul Gamlin.

The games the boys played included **Castle Quest**, **Alien 8** and **Revs** on the BBC. The computer stood up well to the continual use but, said Andrew: "It did get a bit hot."

□ **The Way of the Tiger** is the first of a series of text and graphic adventures from Gremlin Graphics this year based on the fighting fantasy novels of the same name.

The story begins of the magical world of Orb where there lies the mystical Island of Tranquil Dreams.

Many years have passed since the time when, as an infant, you first saw its golden shores and emerald rice fields. A servant brought you, braving the distant leagues of the ocean from lands to which you have never returned. Your loyal servant laid you at the steps of the Temple of the Rock, praying that the monks would care for you, for she was frail and dying of a hideous curse.

Monks have lived on the island for centuries, dedicated to the worship of their God, Kwon, He who speaks the Holy

Word of Power, Supreme Master of Unarmed Combat.

They live only to help others resist the evil that infests the world. Seeing that you were alone and needed care, the monks took you in and you became an acolyte at the Temple of the Rock. Nothing was made of the strange birthmark, shaped like a crown which you carry on your thigh,

□ Take a sneak peek at **Probe's** new **Basildon Bond** game starring a computerised version of zany comedy star Russ Abbot. As you can see, the game is set in a TV studio and features other Abbot characters — like Cooperman and Blunderwoman. Watch for C+VG for more details.



HOT GOSSIP

BY TONY TAKOUSHI

My hand began to shake as I mopped my brow clean of salty sweat.

The room slowly started to spin around me and I felt the walls start to close in. I craved a joystick and video screen. I HAD TO HAVE THEM!

It had begun. I knew there would be no sleep for me that night unless I gave in to my craving...

So I fired up the **Tempest** and **I Robot** machines and settled down to a mega-zapping session. I had barely started to play when the front door bell rang...

"No," I moaned as my

superzapper recharged on level 42.

I gave in and answered the door. It was my American cousin, come to show me his latest game.

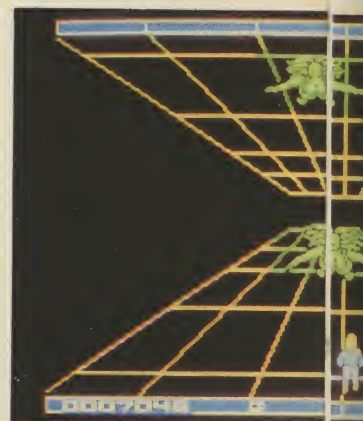
"Howdy TT, I just came on over with my two sons to show you my new game, **Party Quiz**."

"Party Quiz?"

Twenty minutes later I had got into the swing of **Party Quiz** and was loving every minute of it. Maybe I will sleep tonight...

I am always on the look out for new and exciting games for all you Hot Gossip fans and this month I've got what is probably the ultimate Trivia micro game.

Party Quiz is for Commodore



□ Demons are a girl's best friend — at least for **Twister**, the evil star of System 3 Software's new game. And she'll haunt your dreams unless you manage to destroy her.

Twister has already got quite a reputation based on the fuss at the PCW show in September when System 3 boss Mark Cale hired three scantily-clad dancers to publicise the game by prancing around his stand several times a day. The end result was they were banned.

After the never-ending delays in the launching of System 3's International Karate, many thought that Twister was just a figment of Cale's imagination.

But not so. The game actually exists and remarkably good it is with excellent graphics and good game play.

The game was originally called **Twister**, Mother of Harlots. But, after accusations of "bad taste", it's now just **Twister**.

Set inside the nightmare world of a twisted brain,

64 and Atari micros. Suncom, an American company, is better known for its joysticks than its games. Do not be mislead, Suncom has incorporated the best of both worlds and produced a game that features novel, exciting game elements.

Party Quiz is for one to four players and closely follow the **Trivia** mould. But what makes this **Trivia** derivative special?

It is played with joysticks. The game pack comes with four joysticks (Quick Response Controllers), which are plugged into an interface box which in turn is plugged into two joystick ports via an interface cable.

There are also two floppy discs and an instruction manual included. One disc is the program disc, the other is a question disk.

You start the game with an options screen. Here you can choose the number of players (1-4), the response time to answer the question (3,4,5 or 10 seconds) and the number of question rounds to be attempted for the game (5,8,12,16 or 20).

You can also determine the type of game to be played, either Competitive or Social. Competitive is exactly that, each player competes to answer a question before another does. I preferred Social, here all players can answer

and score if they get a question right.

For all you brain boxes there is also a handicap feature. If this is used, a player only gets half the normal response time to answer a question.

Once the options have been set you go to the play screen. This is divided into four sections, at the bottom of the screen a time bar counts down the answer time and decreasing score. Phew!

Each round has ten questions and when a question appears a choice of either four (multiple choice) or two answers is given to choose from. The first player to press the right button on their

joystick get the points. The quicker you press the more points you get!

Because of the two answer formats, Multiple choice and True/False, two scores are given, 1000 for Multiple Choice and 500 for True/False (well, you do have a 50/50 chance).

If the player gets the question right, a little tune is played, if wrong, a naughty bleep is heard. If any of you sneaks try the cheat then you will suffer, if a button is pressed before the question appears on the screen, your score is replaced with the word "CHEAT". (Ha, ha, — that will teach you).

For those precious little moments like answering the front door or popping off to the loo, there is a pause mode, activated by the space bar.

To keep you on your toes there is a real nerve jangler called the Lightning Round. These happen on rounds 4,7,11,15 and 19 (if you play all twenty rounds). Here each player has to answer ten questions in twenty seconds, this is real pressure cooker stuff, believe me.

My friends have nicknamed me Jacques Costeau because I am so cool under pressure, but this section ruffled even me.

To keep everyone in the picture a report card is shown every two rounds with each player's score and various funny comments. What does TRY CHEATING mean?

The package has 2,500 questions covering History, Arts, Science, Geography, Sports and Entertainments. It must be said that it is an American package and many questions reflect this — just what are the ZIP codes for Utah? — but it really is fun because everyone stands the same chance of getting the answer wrong!

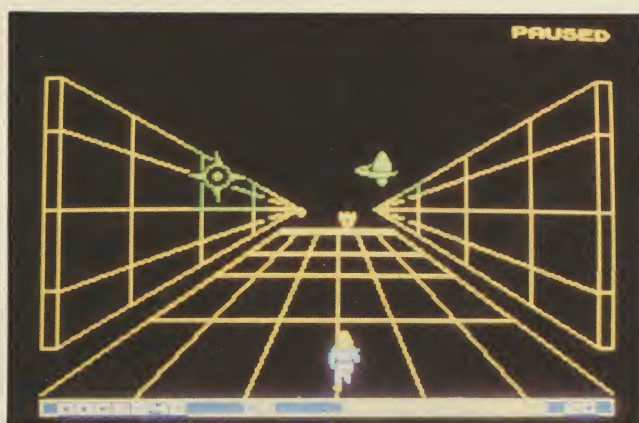
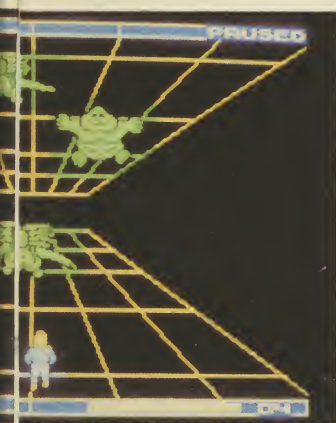
A special editor disk is available for the Atari version that allows the question disk to be edited for British questions and answers.

Party Quiz is not cheap at £40, but it is probably the most luxurious and comprehensive version on disk. So all you Commodore and Atari owners looking for a fun family game that does not tie everyone to the keyboard, go for this package.

Party Quiz is available from **Software Express** in Birmingham or most software retailers.

☐ Hold on to your hats! That all time classic, **Star Raiders**, is set to make a come back! **Star Raiders II** should be with us quite soon. A special version was on show to a select few at the Comdex show in Las Vegas in December.

It looks HOT! It will be initially released for the Commodore 64 and Atari ST micros.



the idea behind the game is to destroy the evil at its centre. You do this by zapping your way through five screens full of demons, ghouls, devils, monsters.

Everything about **Twister** is impressive — from the strategy behind the game, animation and graphics.

Although there were minor changes to be made to the Copy sent to **C+VG** **Twister** is shaping up to be the best System 3 game yet.

Twister will cost you £7.50 in the shops — but if you want to save some cash, read on.

There're two ways you can do this. If you send the token on this page, together with a cheque or postal order for £6.

But if you want to wait until you get your hands on the March issue of **C+VG** you could save another £1 by cutting out the second token.

Just send the two tokens with a cheque or postal order for £5 to Computer and Video Games, **Twister** Offer, Priory

Court, 30-32 Farringdon Lane, London EC1R 3AU.

Twister will be available on cassette for the Spectrum, Amstrad, C64/128, Atari and BBC.



SOME MISTAKE SURELY?

☐ So, did you spot last issue's deliberate mistakes? You must have spotted that the Bug Hunters strip had two pages transposed. Look, I know it was a weird story — but it was supposed to make sense. Despite all precautions — like actually writing the page numbers on the artwork **SOMEONE** — who'll be getting a visit from Big Red — managed to get them around the wrong. So if you'd all like to turn to page 120 of January's issue it should really be page 121 — so you'll have to read it backwards. Right?! You just can't get the staff these days...

Bodge No. 2: On the contents page three was an enormous white space above the Combat Zone heading. Now our spies tell us it was a Green team member who swiped the missing item. But if you can tell us just what should've been in that gap you could win yourself a t-shirt. The best suggestion will get a visit from Big Red.

C+VG/SYSTEM 3
TWISTER OFFER

Name

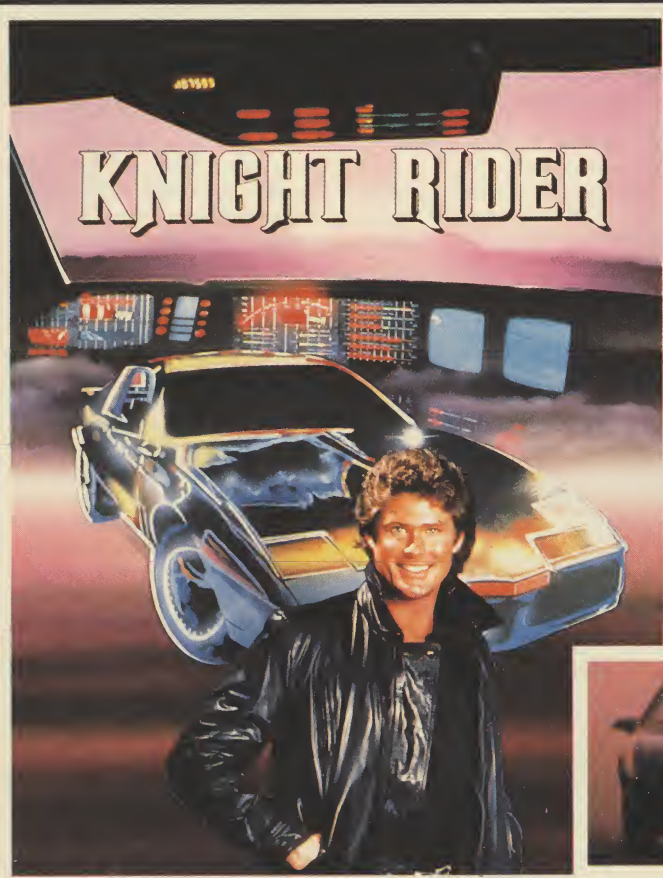
Address

I enclose a cheque/PO for

I enclosetokens

Machine owned

This NEW
All the *ACT*



Your driving skills will be driven to the limit in this simulation of the hit T.V. series. Just you and a car named "KITT" – the ultimate driving team!



Warrior robots in disguise. Earth has been invaded by powerful robots from the planet Cybertron. Transform into the role of the heroic autobots (Jazz, Hound, Mirage and Optimus Prime) in their deadly battle with the evil decepticons. **TRANSFORMERS** – More than meets the eye!



SPECT
£7
COMMON
AMST
£8

NEW YEAR
from

eon

RAMBO™

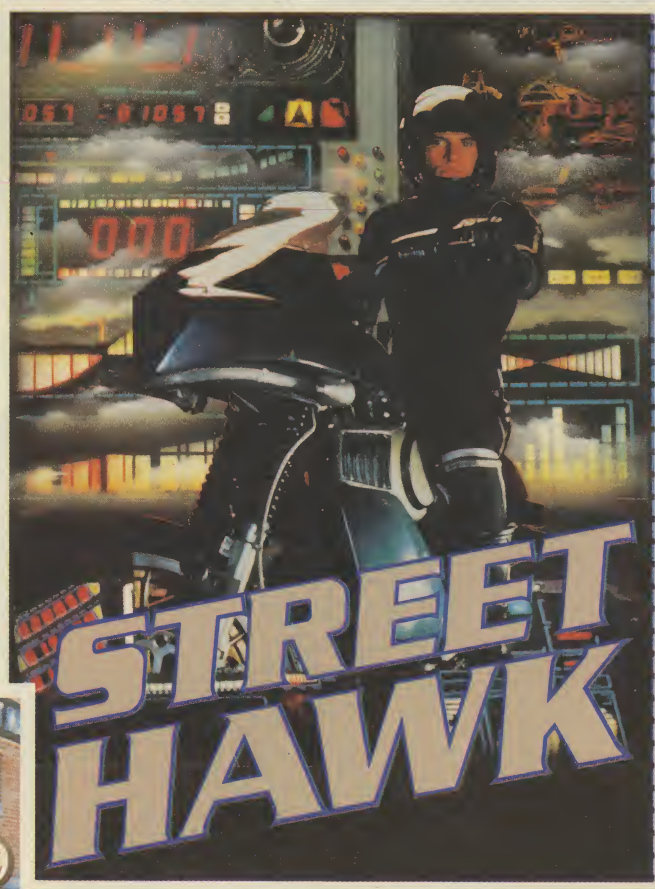
FIRST BLOOD™ PART II



The box-office smash hits your screen with all the high-energy drama that only Rambo can create. Take the role of Sylvester Stallone in the explosive all-action battle scenes.

Become the hunter and the hunted in this breathtaking simulation of the famous film and TV series with Hyperthrust feature, helicopter attacks and daring rescue attempts that only the man and machine combination of Street Hawk can survive.

Don't miss it – burn tread on the streets!



CTRUM

7.95

**ODORE 64
STRAD**

3.95



2 5NS · Telephone 061-832 6633 · Telex 669977

ASKYS, Rumbelows, Greens, Spectrum Shops and all good software dealers. Trade enquiries welcome.

Seconds out for the
challenge of the season,
guess this month's
mystery Microgamer and
you too could win a super
prize!



'Knock
every



"My two top contenders"

1. **Scooby Doo** by Elite

In the red corner we have Scooby Doo – a real heavyweight when it comes to catching criminals, ghosts and other things that go bump in the night.

2. **Super Sleuth**
by Gremlin Graphics
And in the blue corner another Super Sleuth. Which one will come out tops? Hard to say, Harry, but both are champs in my book.

THORN EMI Computer Software

International Micro Software Division

"Take a ringside seat and sample the excitement"

CITY HANGER

by New Generation

This fighter doesn't use his fists, man, — but everything else in sight! Cannons, boulders, boomerangs and bombs all come in handy for Cliff who has to do *something* to stop the bandit shooting up the canyon.

Spectrum 48K

£4.95

GRUMPY GUMPHREY SUPERSLEUTH

by Gremlin Graphics

Keep your eye on the clock and look sharp! All your best moves have to be executed on time or you're in big trouble. Catch the shop thieves and above all keep the Manager happy — my motto exactly!

Spectrum 48K

£7.95

Workout games for fans 'where'

MARSPORT

by Gargoyle Games

Box your way out of this one! The World needs a Champion (what about me?) Yes, but you can be the champ here. That is if you sneak the defence plans from the doomed city and reinforce the force sphere. Not easy, with aliens attacking your every move.

Spectrum 48K and Amstrad

£9.95

DYNAMITE DAN

by Mirrorsoft

Count to ten and concentrate. You think you can win on points? Well I tell you this game will have you reeling! He may not be a Jumbo or a Bonecrusher, but one thing is certain, Dynamite Dan is hard to beat.

Spectrum 48K

£6.95

Amstrad and Commodore 64

£8.95

"Games to keep you on your toes".

RED ARROWS

by Database

These guys can sure move. But their game is a non-contact sport, if you get my drift. You can try your hand at formation flying, looping the loop and all the other tricks. Duck, dive, dodge, swerve and break — only don't hit anyone here.

Versions for most machines.

Cassette

£8.95

Disk

£11.95 & £12.95

SPOT THE BALL

by Creative Sparks

Two sports classics in one pack, but you only play one at a time, OK? There's soccer and snooker. Both need skill and timing as well as a joystick and 32K ram. Go to it!

Atari 32K

£8.95

SCOOBY DOO

by Elite

Slippery customers throw in the towel when this ace detective is around. With your help he can track down and solve the mystery that haunts his friends. Join the elite band and pit your wits against the spooks.

Spectrum 48K

£6.95

Commodore 64

£7.95

Amstrad

£8.95

SPARKLERS SPECIAL

by Sparklers

A fist full of games at a fantastic price. And nobody is pulling punches here. These games really are the greatest — anyone who disagrees will have me to reckon with! Not to mention Slurpy, Orc Attack, River Rescue and Black Hawk.

Spectrum 48K and Commodore 64

4 games for £7.50

"Non-stop thrills from start to finish"

WHO DARES WINS

by Alligata

Only the brave survive (and the lucky). Upper cuts and left hooks are no good to you here. You need to find the ammunition dumps to knock the stuffing out of the enemy and free your friends.

Commodore 64

£7.95

Amstrad, Spectrum and Commodore 128 versions available soon.

MINI MOFFICE

by Database

Comprising word processor — for writing letters and reports, a database — for storing addresses, and a spreadsheet — for storing complicated numbers. Pretty high-powered stuff, don't you think?

BBC

£5.95

MAD DOCTOR

by Creative Sparks

As Mad Doctor, in this blood-curdingly evil game, the player must create new life out of freshly killed body parts. If he arouses the villagers' suspicions, they'll kill him. A light touch on the scalpel is required.

Commodore 64

£8.95

Win



Spot this month's mystery microgamer and win a fantastic prize. Ten 2-pack program prizes must be won plus single game prizes for the first 100 runners up.

If you think you now the answer, send this coupon to us, no later than 14 December 1985. The first ten correct entries will each receive SCOOBY DOO and SUPER SLEUTH. 100 runners up will each receive a super game for their machine type.

I say the Mystery Microgamer is:

Send me your latest full list of software programs.

Name

Machine

Address

Postcode

CVG 4

Send to: THORN EMI Computer Software Mystery Microgamer Competition, Thomson House, 296 Farnborough Road, Farnborough, Hants GU14 7NU

Last month's
Mystery
Microgamer
was
Ian McCaskill.
Prizes are
on their way.

Prizewinners
Andrew James,
Swansea
Bobby Earl,
Birkenhead
Mark Johnson,
Knottingley
Stephen Hirst,
Castleford
Barry Cheeseman,
Swindon
Graham Langlands,
Dundee
Tim Walter,
Bristol
Paul Cooke,
Blackpool
Robert Wooley,
Peterborough
John Baxter,
Coventry



All games featured above are available from Laskys, WH Smith and other good software stores.

KEY

GRAPHICS

Are they really mind-blowing 3D technicolour visions like the adverts tell you — or does it look like someone has simply scribbled on the screen with a magic marker?

SOUND

Does the game sound like a Duran Duran LP played at half speed? Or does the noise from your micro knock you half way across the room? The C+VG review team don't play games with their ears blocked up you know!

VALUE

Is the game really worth all those pennies? Will the novelty last? Is it worth going without C+VG for a month because your parents won't come up with the extra pocket money? Or could YOU write a better game?

PLAYABILITY

Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you fall asleep the minute the intro screen appears?

BLITZ
GAME

BLITZ GAME

C+VG's way of telling you that the game must not be missed!

SWEEVO'S WORLD

- **Machine:** Spectrum/Amstrad
- **Supplier:** Gargoyle Games
- **Price:** £7.95

Could this be the world's first slapstick computer game? Well, maybe. But one thing is for sure. Sweevo is a character who will bring a smile to the face of even the most jaded games player.

Sweevo — or Self Willed Extreme Environment Vocational Organism — has been given the job of cleaning up a problem planet called Knutz Folly. It's an old planet created by Baron Knutz and his wife Hazel.

The Baron indulged in some odd genetic experiments and the results of this dabbling have now completely overrun the planet. Sweevo's job is simply to tidy up the planet.

He has to discover just how to use the objects he discovers on the planet — and what effect they have on the creatures. Each of the deadly guardians of Knutz Folly have a special weakness which our hero has to discover and make use of to get rid of them?

Sweevo looks most unlike a robot or android. He looks a bit like *William Wobbler* — with a long neck and a winning grin.

The rooms he has to explore are full of deadly fruit. Yes, fruit. Don't walk into them or you'll injure poor old Sweevo. He's allowed three falls before he loses a life. You begin the game with five.

The rooms are drawn in Ultimate 3D style. Each contains objects which may or may not be useful. Some can be

collected and used. You'll come across the Word "BOO" in various locations. Collect this and you can say BOO to the Goose which lays the Golden Egg and gives you more energy!

Your current energy rating is indicated by a "face" at the top of the screen which begins with a big grin which gradually turns to a grimace as you lose energy by bumping into things. One bump to many and it turns into a skull.

Watch out for the air vents which blast you back to another level. But some times they can come in useful if you've done what you came to do.

You can begin the game at any one of four starting points. Simply select which one you want at the start of each game. Sweevo sits and waits until you've made your choice and then heads for a hole and parachutes through using his trusty umbrella.

At the end of each game you get a percentage rating — plus a list of the things you have or haven't collected/done and a comment about the level of your performance.

Sweevo's World is a truly different and atmospheric game. And it has built in humour. Lots of nice touches that will keep you and Sweevo on your toes for hours.

Lots of baffling puzzles and amusing jokes.

Could we be witnessing the birth of a cult character here? Only time will tell. But in the meantime do yourself a favour by grabbing a copy of *Sweevo's World* as soon as you see one. You won't regret it. We guarantee it.

● Graphics	9
● Sound	7
● Value	9
● Playability	9

"...THE FUNNIEST CARTOON ADVENTURE YOU'LL EVER TAKE PART IN..."



INTERNATIONAL KARATE

- **Machine:** Spectrum
- **Supplier:** System 3
- **Price:** £6.50

Well, it's finally here, after much singing and dancing (PCW Show). Will it topple *Exploding Fist* as karate champ or not. Let's compare the two. *Exploding Fist* characters are nicely drawn and excellently animated. However, although not bad, the animation and graphics are not quite up to that standard.

The backgrounds on *Fist* were colourful and ornamental, but on *International Karate* they are colourful, recognisable and superb.

The gameplay on *Fist* was good with only one life,

whereas with *International Karate* it is the best of three fights on each round and after each round a bonus screen can be attempted which consists of, on the first bonus screen, a wood block smashing attempt with bonus points for each block smashed and, on the second bonus screen, smashing or avoiding flying objects.

Sound on the *Fist* was limited to spot effects which were good but sparse, *International Karate* boasts great spot effects, music and excellent clear speech which announces the start, the scores and the results of the contest (a bit like Jimmy Hill).

Altogether the package is a winner with its international

backgrounds and terrific speech. If you already have *The Fist* this may not be on your list. However, I've got both and play them equally.

● Graphics	9
● Sound	8
● Value	10
● Playability	9



● STARTS HERE ►

TRANSFORMERS

- **Machine:** CBM 64/Spectrum
- **Supplier:** Ocean
- **Price:** £7.95 (Spectrum)
£8.95 (CBM 64)

Those robots in disguise finally make it to the screen of your computer thanks to Denton Designs. You have to help the five remaining Autobots — the goodies — battle the evil Decepticons — the baddies — in a do or die battle for the future of Earth.

The Autobots are suffering an energy crisis and have to fly around and run around a structure which looks a bit like an oil refinery in search of the four bits of the Autobot Energon Cube and transporting them back to Autobot Centre where they will end the crisis.

The Decepticons will try to steal these cubes which are scattered far and wide among the girders and walkways of the game.

You control five Autobots, Optimus Prime, Hound, Jazz, Mirage and Bumblebee. Each has varying energy, firepower and strength levels. You have to select the right Autobot to collect the various parts of the cube. It's no good sending the relatively weak Bumblebee off on a long search when you should really send tough old Optimus.

They either shoot at you or make kamikaze dives into your shields weakening them until your Autobot is destroyed. You can't rebuild your Autobots but the evil Decepticons have perfected the art of robo-cloning — so there's no end to them!

You can give your autobots a zap of life giving energy by dashing into the nearest Defence Pod. These pods zap your energy, firepower and shield levels back up to battle status and MUST be used if you are to succeed.

The Autobots can transform into their earthly disguise as trucks and sports cars etc — but this seems more of a frill than a real game tactic. The Decepticons still attack you whatever you look like! Also you can race along a girder and crash off the end before you've had a chance to change back to an Autobot all too easily.

Which brings us back to controlling the game. This is the most difficult part of the whole game. It'll take you some time to get used to the ultra-sensitive controls and become aware of what you can run/fly through without being destroyed.

Graphics aren't bad and the *Transformers'* theme tune is copied very neatly. Not a brilliant game — but not a terrible one either. Play a friend's copy first.

- **Graphics** 7
- **Sound** 7
- **Value** 6
- **Playability** 6

COMMANDO v RAMBO

- **Machine:** CBM 64
- **Supplier:** Elite and Ocean
- **Price:** £7.95

Rugged, athletic, mean, butch, offensive. That's *Rambo* — Ocean's muscular little sprite is bound for big bucks.

The idea is for Rambo to rescue his buddies somewhere in a screen jungle littered with little animated soldiers. His first mission is to photograph the prison camp where Vietnam PoWs are being held. *Rambo*, being the hero he is, just seems to get the urge to rescue all and sundry.

Rambo is armed at first with only a bow and arrow (also the famous exploding war head arrow!) and a knife. To make sure he's not noticed by the opposition, he must try not to use any noisy weapons. Along the way he can find machine guns and rocket launchers lying redundant in the fields which he can use to good effect. He then has to find a helicopter and rescue his buddies. All pretty straight-forward, huh? Not really. There are a lot of elements of *Commando* in this arcade adventure, but not enough real gameplay to be addictive enough.

However, *Commando* by Elite is a different kettle of fish altogether. This sticks closely to the arcade game and has great music by that Commodore maestro Rob Hubbard (Monty on the Run music) your little G.I. Joe is beautifully animated and looks really rough and tough. This doesn't mean that

you are invincible. Unlike *Rambo*, with his depleting energy, you have only to be shot once and your next life takes over.

There are five stages to complete, getting increasingly difficult as you go. You can only shoot as fast as your finger can hit the fire button so prepare for aches and pains.

Although you don't have as large an arsenal as *Rambo*, you do have one little trick up your sleeve . . . grenades.

However, these can run out. Fear not, supplies can be found all along the way. These are fired in the direction you are

facing by hitting the space bar. Lorries, trucks, mortars, motorbikes and a lot more bar your way but still you soldier on.

Altogether a maddening, totally addictive arcade copy which definitely makes *Rambo* look like Mr Puniverse. No doubt about it!

BLITZ GAME

	Rambo	Commando
● Graphics	8	9
● Sound	8	9
● Value	9	9
● Playability	8	10



TOMAHAWK

- **Machine:** Spectrum
- **Supplier:** Digital Integration
- **Price:** £9.95

What's the toughest helicopter around? *Blue Thunder*? *Airwolf*? No. The Apache Advanced Attack Helicopter is the king of the skies. It can climb 1400 feet in just a minute. It carries enough weapons to sink at least a couple of battleships. And it's REAL.

You may never get a chance to fly the real thing — but Digital Integration can put you in the hot seat — if you own a simple Spectrum.

The long awaited follow-up to their *Fighter Pilot* flight simulation is a complex and highly detailed representation of what it's like to fly one of these hi-tech fighting machines.

The screen display shows a heads-up view of the terrain you fly over, plus an impressive range of instrumentation. Fortunately you don't really need to keep an eye on these all the time. There are audio alert signals which call your attention to the gauges when they need it.

Graphics for the landscape are draw vector graphic style and — despite that limitation — are very accurate. You can fly over mountain ranges, trees, buildings, military installations — and the ever present enemy.

Controls are extremely responsive. You can mix keyboard and joystick — and there's a two joystick option for the really experienced flyer.

It's difficult to do justice to the amount of detail and

accurate background work that has obviously gone into this excellent program.

Tomahawk is an extremely well put together piece of software. Impressively presented and documented. And, on top of all that, it's got real atmosphere — something that's hard to get into a game. That's if you should really describe it as a game. Somehow it seems all too inadequate . . .

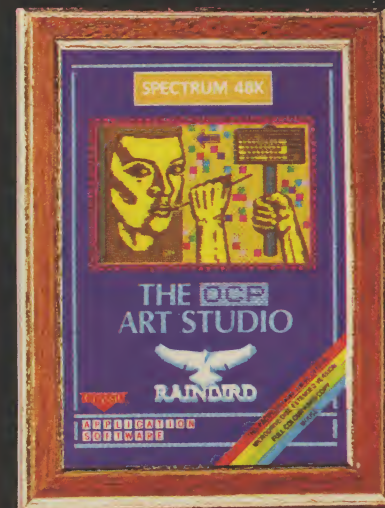
Tomahawk is destined to become a classic.

● Graphics	9
● Sound	7
● Value	9
● Playability	9

BLITZ GAME



MASTER OF THE ART....



AT LAST A SPECTRUM GRAPHICS PACKAGE THAT IS FUN AND EASY TO USE. THE OCP ART STUDIO CONTAINS EVERY FEATURE YOU WILL NEED TO CREATE BEAUTIFUL ILLUSTRATIONS. IT WORKS WITH THE AMX MOUSE FOR EVEN GREATER EASE AND OUR HARD COPY OFFER MEANS YOU CAN HANG YOUR MASTERPIECE ON THE WALL

DO IT ALL - CREATE AN IMAGE. SHRINK IT, EXPAND IT, MOVE IT, ROTATE, COPY IT, COLOUR IT, SPRAY ON A PATTERN OR SHADE. MAKE ELASTIC LINES, TRIANGLES, RECTANGLES, CIRCLES - STRETCH AND MANIPULATE. ADD TEXT OR CHARACTERS, UP, DOWN, SIDEWAYS - ANY SIZE OR PROPORTION. ZOOM IN TO DRAW IN FINE DETAIL. SHRINK THE WHOLE PICTURE TO ADD BACKGROUND.

- * Pull down menus.
- * Keyboard, joystick, mouse control.
- * Dot matrix printer dumps, 5 sizes and grey scale - up to 80 columns.
- * Supports 17 printer interfaces.
- * 16 pens, 8 sprays and 16 brushes.
- * 32 user-redefinable texture fills.
- * Wash texture.
- * Snap facility.
- * Cut, paste, turn, enlarge, reduce.
- * Magnify (3 levels) pan and zoom.
- * Text. 9 sizes, 2 directions, bold.
- * Font editor with invert, rotate flip, clear, capture from window.
- * Elastic line, triangle, rectangle.
- * Low cost full colour prints offer.
- * Upgrade offer.
- * Icon driven.
- * Undo facility.
- * Pixel edit.
- * Mouse offer.

SINCLAIR USER CLASSIC

"An extremely powerfull utility which should be of use to professional artists and designers as well as the home user"



THE OCP ART STUDIO £14.95

OR

EXTENDED ART STUDIO £24.95

For use with disc or microdrive only, and compatible with K DOS and SP DOS disc interfaces (supplied on cassette). Includes disc and microdrive operating systems, screen compression programme, four extra fonts and Kempston mouse compatibility (in addition to AMX). (Available Mail Order Only)

FOR 48K ZX SPECTRUM

THE OCPTM ART STUDIO

MAKE CHEQUES OR P.O. PAYABLE TO RAINBIRD SOFTWARE
BARCLAYCARD AND ACCESS ORDERS TEL: 01-240-8837 (24 HOURS)

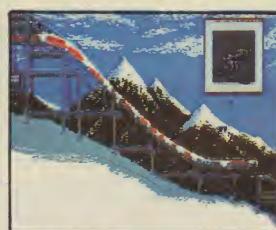


RAINBIRD is a division of British Telecommunications plc.

RAINBIRD SOFTWARE BRITISH TELECOM
WELLINGTON HOUSE UPPER ST MARTIN'S LANE
LONDON WC2H 9DL
TEL: 01-240-8838

There's never been a better reason
for looking forward to Winter!

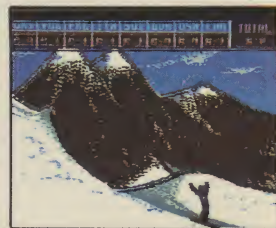
WINTER GAMES



Screens from Commodore 64 version of game

**COMMODORE 64/128
CASSETTE £9.95
DISK £14.95**

Available Soon for
Spectrum 48K
& Amstrad



Titles available NOW!

	AMSTRAD CASSETTE	AMSTRAD DISK	ATARI DISK	CBM-64 CASSETTE	CBM-64 DISK	SPECTRUM CASSETTE
Winter Games				★	★	★
Summer Games I				★	★	★
Summer Games II				★	★	
Impossible Mission	★			★	★	★
Pitstop II				★	★	
Breakdance				★	★	

Spectrum versions £7.95

You've
captured the
gold in Summer
Games™ and
Summer Games II™ —

now it's on to the **Winter
Games!** And what an incredible setting — a completely realistic winter wonderland featuring six action-packed events. You can compete against your friends or the computer.

First choose the country you want to represent. Then it's practice, training and learning a winning strategy for each event. Now the Opening Ceremony and the competition begins. Will you be the one who takes the gold at the Awards Ceremony?

The quest for the gold continues...And it's all here — the strategy, the challenge, the competition, the art and pageantry of Winter Games!

► **Six Winter Events:** Bobsled, Ski Jump, Figure Skating, Free-Style Skating, Hot Dog Aerials and the Biathlon

► **Opening, Closing and Awards Ceremonies** complete with National Anthems

► **Compete Against the Computer or Your Friends and Family**

► **Unique Joystick Control — Requires Timing and Skill**

► **One to Eight Players**



EPYX™
COMPUTER SOFTWARE

THUNDERBIRDS

- **Machine:** Spectrum C64
- **Supplier:** Firebird
- **Price:** £3.95

Thunderbirds are Go! This maze puzzle game, one of the first in Firebird's new Super Silver range, manages to capture the spirit of Gerry Anderson's classic TV puppet series.

You have to help the pilots of Thunderbirds One and Two rescue a couple of archaeologists trapped inside an ancient Egyptian tomb. Being a typical tomb this one is packed with traps, secret doors and deadly nasties.

You have to solve the puzzles, beat the traps and save the

missing archaeologists before their oxygen runs out.

Each screen is a puzzle. You have to move coloured blocks around, using both Thunderbirds to create a pathway to the doomed men as quickly as possible. No mean feat — and you have to look out for fuel along the way.

Thunderbird One can move blue blocks, Thunderbird Two moves green blocks. Both craft can move red blocks. You often need to use both craft to solve the puzzles and move on to the next screen.

Before take-off you can equip Thunderbird Two with various bits of machinery and gear that



help in the mission. Each bit of equipment you take reduces your starting score. Taking nothing at all reduces your

chances of finishing.

If you come across a screen where one of the items in Thunderbird Two's hold will help

GUNFRIGHT

- **Machines:** Spectrum/Amstrad
- **Supplier:** Ultimate
- **Price:** £9.95

Howdy partners. This is Sheriff Sabreman talking to you from the troubled city of Black Rock. We're having a lot of trouble with a mean bunch of outlaws right now. There's Buffalo Bill, Billy the Kid and a host of other infamous names out to give me and the peaceful folk of Black Rock a tough time.

Luckily I've got my trusty six-shooter and my faithful steed Nightshade to help me run these varmints outta town — but I'd like you along as parta my posse. Fancy comin' along to help me clean up the town? Then grab this badge and pin it on your Spectrum boy...

Take a whole lot of Nightshade, add a couple of "duck shoot" arcade bonus screens, spice them up with some nice Western graphics and you've got Gunfright. The idea is that as the sheriff of Black Rock you have to get rid of all the baddies inhabiting the town.

The locals help you by pointing the way towards the particular baddie you're hunting as you patrol the streets in the guise of Sabreman in a stetson.

Once you've found him you have a gunfight. The 3D style screen changes to a 2D heads up view of the baddie you've come across — with a cross hair sight.

You have to move the cross hair and draw your gun in time to shoot your opponent down.

Each time you wipe out a baddie you get a bounty. Cash which enables you to buy more bullets to go out hunting the next baddie. The price of bullets — like petrol — varies from time to time so you need all the cash you can get if you're to succeed in cleaning up the town.

The townsfolk can be helpful — but they do tend to get in the way when you're hunting down the villains. Shoot an innocent bystander and you lose cash. Bump into one and you lose a life.

The graphics are identical to Nightshade — except for a few Wild West touches to spice them up. Beside the main play area window a colourful wanted poster appears showing you the particular baddie you're looking for.

Buffalo Bill is the first and he's pretty easy to gun down. After that you're on your own! Billy the Kid and the rest are pretty tough to kill and your TV could end up riddled with bullet holes. Sound effects aren't up to much though.

Gunfright doesn't have the puzzles usually associated with an Ultimate arcade adventure — but it is unusually playable. I don't think it'll have the usual lasting appeal however.

The packaging also includes a few hints and tips on game play — another first for Ultimate!

At first I found it difficult to tell which were the baddies and which were the male inhabitants of the town. Then I worked out that the little men jumping up and down and pointing weren't going to shoot me down and were just showing me where the baddie was hiding out. Lots of bounty money was lost before I'd worked this out.

Still, if you're after a souped-up version of the ancient old Gunfright arcade game then this is for you. But all the frills and pretty graphics don't make the game worth nearly £10.

- **Graphics** 8
- **Sound** 5
- **Value** 7
- **Playability** 8

OUTLAWS

- **Machine:** CBM 64
- **Supplier:** Ultimate
- **Price:** £9.95

What can you say about Outlaws? Nice, glossy packaging, slick artwork and an intriguing storyline printed on the cassette inlay. Well up to Ultimate's normal standards.

But what about the game, I hear you cry, thumping the hammer of your Colt 45 and pointing it in a mean manner at the reviews page.

Okay, I give in and spill the beans but you'd better sit down first. Outlaws is really quite ordinary.

But first the setting. A town lives under the shadow of an evil gang of outlaws. Nobody dares stand up to them. Months pass and then a man with no name and no past rides into town. It's the Lone Rider.

Controlling the Lone Rider and his horse by joystick you must

seek out the outlaws and revenge the town.

Pushing the joystick left or right will cause the horse to move in that direction. Keeping it pressed will move the horse from a trot to a gallop. Pushing the stick forward will cause the horse to jump. Shooting is also easily controlled by the stick. The idea is to get the baddies before they get you. They will attack on horseback or when in town a seemingly innocent passer-by will suddenly draw a gun. Fast reaction will be needed to beat him to the draw.

The graphics and sound are okay and the game is quite playable. But with Ultimate the hope is for something new and original and for them Outlaws is rather ordinary.

- **Graphics** 7
- **Sound** 7
- **Value** 7
- **Playability** 8



▶ CONTINUED FROM PAGE 15

out — the computer takes over and you get a short animated sequence in which the item is used to your benefit.

More fuel can be found inside the tomb. But DON'T move away from a screen once you've discovered some fuel. If you do, it won't be there when you get back.

Thunderbirds is a game for the strategy minded games player. If you don't like solving puzzles and just want to zap things, then don't bother picking this up. If you like a challenge and have a few hours to spare, then grab a copy now. Very addictive, long lasting and fun.

● Graphics	9
● Sound	9
● Value	9
● Playability	9

SUPERMAN



- Machine: CBM 64
- Supplier: Beyond
- Price: £9.95

Is it a bird? Is it a plane. No it's *Superman* and it's a little bit of a disappointment.

The Man of Steel indulges in

a trial of strength with one of his worst enemies, Darkseid, an evil tyrant who threatens the entire universe.

The game starts off well with two great digitised pictures of Superman and Darkseid. But after that, the graphics are not so hot.

The battle rages across a variety of screens ranging from the city streets of Metropolis to Darkseid's subterranean lairs. Superman must rescue the good citizens of Metropolis as they are captured by the super-villain and at the same time both use their superpowers to defeat each other.

Darkseid uses his Omega Beam, a mysterious force generated from his eyes, to attack Superman and teleport his victims to his lair. Superman counters these powers with his

super-breath, strength and ability to fly.

The game can be played either by two people or one player controlling Superman against the computer. Victory is achieved by using up all your opponents strength or once all the citizens have been captured or rescued, the player with the most wins.

The best graphics appear on the intermediate screens between the six play levels. The 3D effects of the Man of Steel flying are quite nice. But the main play screens tend to look a little flat.

● Graphics	7
● Sound	7
● Value	7
● Playability	7

WILD WEST

- Machine: CBM 64
- Supplier: Ariolasoft
- Price: £9.95 cassette/£12.95 disk

Big Nose Bill and his gang of outlaws have captured Fort Snake.

You must try to recapture it by making your way through a whole series of Wild West scenes, collecting various objects as you go. The action includes a bank robbery, a shoot-out with the local sheriff, a stagecoach ride and a rodeo and lasooing contest.

Various pioneers, indians and cowboys also cross your path from time to time.

All standard Wild West type ingredients, you're thinking. And you would be right. But a strange dimension is added to the game by three "sprites" which appear below the screen and give help and advice. For instance: "It's boring here, let's go," or "Examine skull" and "Take a Rest."

It's up to you which piece of advice you take. The choices are disclosed by movements of the joystick and pressing the fire button chooses the desired one.



Quite how these strange little creatures have turned up in the Wild West is not explained but they appear harmless enough.

Wild West is graphically excellent.

- Graphics
- Sound
- Value
- Playability

8
8
8
9



LAW OF THE WEST

- Machine: CBM 64
- Supplier: US Gold
- Price: £9.95

Gold Gulch is a tough Wild West town. All the Sheriff has to do is survive until sundown. But there are mean dudes around determined to fill him up with lead.

And that means you have to think quick, talk fast and move your Colt 45 like greased lightning.

We've only seen a preview of this game and it certainly looks like one to keep an eye out for.

You have to converse with nearly a dozen of the town's most notable characters, for information or co-operation as

you try your darndest to maintain law and order in Gold Gulch.

They include the wise-cracking saloon owner, and various bad characters who talk with their guns.

Your performance is judged after each game, regardless of whether you survive or end up in Boot Hill.

And survival doesn't mean much if the bank gets robbed, the robbers get away, and you accidentally shoot the schoolmarm trying to stop them.

But be warned the program contains language that, say the makers, may be unsuitable for children!



THE WAY OF THE

exploding fist

Become a master of this mysterious ancient art: progress from novice to Tenth Dan and test your strength and discipline. You can control your character with either joystick or keyboard - 18 different manoeuvres including blocks, flying kicks, leg sweeps, roundhouse and even somersaults!

Challenge the computer, facing opponents of progressively greater skill, or compete with a friend. THE WAY OF THE EXPLODING FIST has it all - addictive competitive action, dazzling graphic animation and sound. The wait is over - you are about to face the challenge of a lifetime! "Spectacular, startlingly original epic, most televisual game I have encountered." - Daily Mail.
"Quite simply the best program." - Popular Computing Weekly



“The Way of the Exploding Fist is virtually beyond criticism - technically brilliant and visually absorbing.”

POPULAR COMPUTING WEEKLY

“Melbourne House's karate simulation explodes on to the Amstrad. This is a great arcade scoring game as well as wonderful family entertainment.

In Way of the Exploding Fist, Melbourne House have scored a great hit.”

AMTIX

“As a sports simulation, this is one of the finest and most realistic we have seen. As an arcade game, it's addictive and pacy. It's clearly destined for the top.”

SINCLAIR USER

“I can't tear myself away from this hit game, a karate contest called The Way of the Exploding Fist.”

DAILY EXPRESS

“The graphics made my eyes pop out. Fantastic sound effects, state of the art animation and brilliant game play. One of those games that you can get out time and time again.”

ZZAP

“By far and away the best sports combat simulation available. Exploding Fist on the Spectrum is the best game.”

CRASH

AVAILABLE FOR THE C64 AND BBC ON DISK AT £14.95 AND ON CASSETTE FOR AMSTRAD, C64, AND BBC AT £9.95, SPECTRUM £8.95.

from

MELBOURNE HOUSE



Melbourne House (Publishers) Ltd., Castle Yard House, Castle Yard, Richmond, TW10 6TF.

Trade enquiries call 01- 940 6064

Available from selected branches of WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens, Spectrum Shops, and all good software dealers

GLADIATOR

- Machine: Spectrum
- Supplier: Comark
- Price: £7.95

Combat games keep on coming. So far we've had warriors, karate killers and championship boxing. But never Gladiators. Until now.

Comark's latest release dumps you in the bloodstained arena much loved by the Roman rulers.

Life as a slave is fine if you've no ambition and nowhere much to go, but if you're young and eager to get on in life you have to try to win your freedom any way you can. That's why you find yourself in the arena.

Your training starts with you watching the best fights of the day in the ring. You even have the chance to wager a few copper coins on the outcome of each match.

The next stage is for you to have a chance to practice the 26 possible blows and thrusts on a stationary target. You can learn to cut and thrust with no danger to yourself. Finally there are the combat trials with a real opponent.

If you work hard, practice long hours and use both your strength and intellect you can become the Emperor's champion, a feat envied by very few. The real incentive is freedom.

When you have seen the range of movement that is

possible it is your turn to practice. Select the two player option and practice each movement in turn against a stationary opponent.

One of the skillful arts of the gladiator was his choice of weapons for a particular fight. You are allowed to choose three weapons from the armoury of 45, one for each and add one for the belt.

You can try to match the weapons to the moves which you can make or to combat those of your opponent — unfortunately you won't see the weapons until the fight starts.

The hand weapons are selected first, using either joystick or keys, the direction move to the next weapon while

the fire button selects. You can choose to use a shield instead of a second weapon.

The dagger is placed in your belt and only comes into play if you have thrown or lost one of your original hand weapons.

Joysticks are recommended. The controls are pretty complex — they have to be as there are so many moves you can make while fighting. It'll take you some time to work out all the combinations, so be prepared to practice. The time you spend here will make your enjoyment of the game all the greater.

This combat game gets the thumbs up from C&VG!

Meanwhile, to those who are about to die, we salute you.

● Graphics	9
● Sound	7
● Value	9
● Playability	9



MERCENARY

- Machine: Atari/CBM 64
- Supplier: Novagen
- Price: £9.99 cassette/£12.95 disk

The wait is over *Mercenary* is here at last. And well worth the wait it is.

If you loved the graphics of *Elite* and also like flight simulations all wrapped up with a spot of zapping and puzzles, this is the game for you.

You play the role of a 21st Century mercenary who crash lands on the planet Tharg and must use his brains to survive in this strife-torn world.

To help in this difficult task, Benson, a ninth generation computer helps you with a series of scrolling messages, relays messages and status reports.

The opposing factions on Tharg are the Players and the Mechanoids.

Keeping alive on Tharg will be hard enough in this hostile environment but the ultimate aim is to find a craft and escape the planet.

There are also various flying and ground based craft to be used and also a vast subterranean complex to be explored.

With excellent graphics, challenging game play, *Mercenary* is a game to look out for.

● Graphics	9
● Sound	8
● Value	9
● Playability	9

ZORRO

- Machine: CBM 64
- Supplier: US Gold
- Price: £9.95 cassette/£14.95 disc

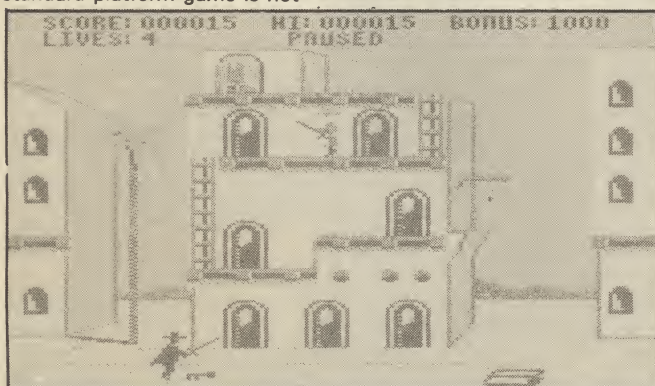
Old film legends don't die — they just resurface as computer games. Such is the fate of that masked master of swordplay Zorro. And a sad fate it is.

Graphically this rather standard platform game is not

over impressive. Zorro himself appears as a black silhouette with no features at all. Sad that the man of mystery has become just a black, jerky blob. The rest of the animation is up to — or rather down to — the same standard.

The music is alright but nothing spectacular.

● Graphics	6
● Sound	6
● Value	7
● Playability	6



OLYMPIC DECATHLON

- Machine: BBC
- Supplier: Alligata Software
- Price: £9.95

Now you too can follow in the steps of Daley Thompson without ever leaving the comfort of your own home.

Olympic Decathlon, which comes on disk, allows you to try your hand at all ten Decathlon events: 100m, 400m, 1500m, long jump, shot put, javelin, hurdles, discus, pole vault and high jump. There is a choice of joystick or keyboard control.

If you opt for the keyboard, you must select keys to control your left foot, right foot, and a throw/jump key. You compete in all the events using a combination of these three movements. Hurdling, long jump and high jump involves running and jumping, for example, the javelin means running and throwing, and so on.

You can also choose whether to practice each event individually, or take part in a full marathon. I strongly advise that you practice,

because the technique in some of the events is hard to master, if not downright obscure. In each event you are told the qualifying time or distance, your own score, and whether or not you have qualified.

If you are very lucky, you may set a new world record. I set a world record in the javelin, and failed everything else.

It's an ingenious idea, but disappointing and sometimes tedious to play. Running in particular is wearying, the aim being to move your athlete's two feet as quickly as possible. There doesn't always seem to be much skill involved in achieving a high score, although in most of the events you can improve through practice.

But the graphics are good, and if you don't like to be beaten by a game, there's a lot of challenge.

● Graphics	8
● Sound	6
● Value	8
● Playability	7

► CONTINUED FROM PAGE 18

● CONTINUES ON PAGE 23 ►

Post Haste Software



The total postal software service!

Post Haste is part of GB Microland, the South of England's unique computer shop. Thousands of software titles. Lots of experience. The place that gave new meaning to the word "friendly". But not everyone lives nearby. So Post Haste Software was born. To bring the best to your door. With top service. Here's how.

No "Club" to join, no "subscription" to pay. You come in our shop for free. Why pay to buy by mail?

Unique "double-your-money" voucher with the 40-page catalogue. Check the box in this advertisement!

Software for other computers? No problem. QL, Apple and IBM. Ask for lists. Post Haste has the lot!

Postage free in the UK. Europe? Add 95p. Elsewhere? Add £2.50. For the whole order, not each program.

Everything mailed in special cartons. No used boxes or padded bags. Who needs squashed software?

Order by post or phone, day or night. Check the coupon for details. Then relax. It's fast!

Pay by cheque, bank draft, PO, Access, Visa, Mastercard, Eurocard. Post Haste is convenient!

ALREADY SEEN SOMETHING YOU WANT ON THIS PAGE? GO RIGHT AHEAD AND ORDER NOW!

Use the coupon or write on your own paper. Be sure to include all the details from the coupon. Cross cheques and POs for safety. Your software will be on its way by return. So will your catalogue. And your unique "double-your-money" voucher!

SWORDS & SORCERY (P.S.S.)
18 months in the making, it's here at last! The supreme role-playing Dungeons & Dragons game, based on the newly-developed MIDAS adventure system, which will lead to other adventures and extensions to Swords & Sorcery itself.

"It's very difficult to do this game justice in a few words — the sheer size and depth defy labelling. An impressive piece of software indeed." — Crash.

Spectrum (C) £9.95

YIE AR KUNG FU/(Imagine/Konami)

At last! One of the biggest programs of the year! The current arcade hit brought into your own home, with all the dazzling action you'd expect! Fight your way through screen after screen! A smash-hit if ever there was one!

"Konami's arcade hit brought home. Just Great!" — Games.

Amstrad [C] £8.95 Comm 64 [C] £8.95

Spectrum [C] £7.95

ADVENTURERS! SPECIAL EXTRA SECTION!

There are dozens of adventures in the Post Haste catalogue from virtually every major producer. Just about all the superb Infocom range is there and many others too!

And Post Haste carries the full range of Infocom Invisicues, plus hint and guide books to many other adventures too!

Answers to the problems that keep you awake at night? The catalogue lists them all!

MERCENARY/(Novagen)

The wait's been worth it! Another total winner! Incredible 3-D vector graphics, changing with amazing speed. And the game's different each time you play! You'll really feel as if you're flying above the planet Targ! Believe us!

"We couldn't believe the speed. Smashing!" — Zzap 64.

Comm 64 [C] £9.95 Comm 64 [D] £12.95
Atari [C] £9.95 Atari [D] £12.95

POST HASTE IS BEATEN!

The sheer volume of new releases just can't be described in this advertisement! But, of course, as the premier mail-order service, we've got them all in stock! Or, if they're about to be released they're here within hours and on their way within minutes. Fight Night, Rambo, Commando, Goonies, Tomahawk, Lord of the Rings, Zoids and many, many more!

ROCK 'N' WRESTLE (Melbourne)

The eagerly awaited fight sequel to the record-breaking "Way of the Exploding Fist". All the action you'd expect and a lot you won't believe! One or two players, 10 possible opponents, over 25 joystick moves, astonishing graphics, unbelievable animation. It's the sequel everyone wanted!

Spectrum £8.95
Amstrad (C) £9.95
C64/128 (C) £9.95

THE POST HASTE CATALOGUE

The Post Haste catalogue is just 90p with a unique "double-your-money" voucher tucked inside! Yes, the Post Haste catalogue contains a £1.80 voucher to use for your first order! How's that for value?

You get 40 big pages crammed with over 100 program descriptions. Recreation, utility, strategy, adventure, arcade — they're all there! And so is your £1.80 "double-your-money" voucher!

Pack pictures, screen shots, review quotes, and much more. Programs for five micros: Amstrad, Atari, BBC, Commodore 64/128 and Spectrum. You're spoilt for choice with Post Haste!

And your catalogue is the gateway to a huge program range from Post Haste: over 4,000 titles spanning 10 major micros! Where else is there such a choice?

WINTER GAMES (Epyx/US Gold)

The success of Summer Games and then Summer Games II is now legendary but until you've seen and played "Winter Games" you ain't seen nothing yet! Six stunning winter sports simulations to learn and master as you go for gold. An absolutely brilliant program playable by all the family at once! Bob-sled, ski jump, figure skating, and more!

"Extraordinary graphics, incredibly skilled programming, immensely playable, totally absorbing. An absolute winner all the way!" — Computer Games.

C64/128 [D] £14.95 C64/128 [C] £9.95

THE POST HASTE SERVICE

We can supply any program you've seen advertised. If it's released, you'll usually get it by return. If it's not, you'll get it faster when it does come out. Simply order it and sit back. And here's our promise: **we'll never cash your cheque or charge your credit card until a program is packed and ready to mail.** That's Post Haste service!

LITTLE COMPUTER PEOPLE DISCOVERY KIT (Activision)

This has to be the most unusual program of the decade. You'll have your very own Little Computer Person. He'll live in your computer in a three floor house. You'll feed him, talk to him, play games with him, and be part of his life. He'll certainly be part of yours! In fact, he'll probably take it over. We promise you this will be the most astonishing and irresistible creation you've ever loaded in your computer and you'll feel awful when you turn it (him?) off! This is not, incidentally, a game!

"Animation of the Pet Person is incredibly lifelike. A stunning advance in computer entertainment. 97% overall rating!" — Zzap.

C64/128 [D] £14.99 C64/128 [C] £9.99



Phone Orders (24 hrs) (0705) 269333

TO GET YOUR CATALOGUE WITH THE "DOUBLE-YOUR-MONEY" VOUCHER, OR TO ORDER SOFTWARE, USE THIS COUPON!

- * Send your catalogue. I've enclosed 90p. Don't forget my £1.80 "Double-Your-Money" voucher for me to use with my first order!
- * I want to order software right away and the details are below. I want the catalogue too so I've added 90p. Don't forget my £1.80 "Double-Your-Money" voucher!

My name is:

My address is:

.....

.....

..... Post code

My computer is:

Can we contact you by phone if there's a query?

STD/Exchange Number

IF YOU'RE ORDERING SOFTWARE, PLEASE PRINT DETAILS OF THE PROGRAMS YOU WANT!

PROGRAM NAME	PRICE
.....
.....
Catalogue with £1.80 voucher	Add £0.90
Postage is totally free in the UK	Add £0.00
Europe postage for whole order	Add £0.95
Airmail elsewhere for whole order	Add £2.50

TOTAL AMOUNT ENCLOSED £

PAYING BY CHEQUE OR POSTAL ORDER?

Please make it payable to Post Haste Software and cross it for safety's sake!

CHARGING IT TO YOUR VISA, ACCESS, MASTERCARD, EUROCARD?

May we have your card number, expiry date and signature?

.....

Expiry date Signature

Now mail your order to

POST HASTE SOFTWARE
GB MICROLAND, 7 QUEENS PARADE
LONDON ROAD, WATERLOOVILLE
HAMPSHIRE PO7 7EB, UNITED KINGDOM
Or phone (24 hours) 0705 269333

HARRIER FORCE STRIKE

- **Machine:** BBC
- **Supplier:** Mirrorsoft
- **Price:** £9.95 (tape)
£12.95 (disk)

At last, your chance to take that amazing British invention, the Harrier jump jet, up for a spin, and a bit of in-flight mayhem if you're feeling aggressive.

Not that I made much use of the opportunity — on my first four flights I crashed within ten seconds. I begin to see why it takes a small fortune and goodness knows how long to train a Harrier pilot.

This is a superb simulation, developed with the help of British Aerospace who, presumably, vouch for its accuracy.

You are offered a choice of game type (practice or combat) and skill level (pilot, commander and ace).

The graphics are more than adequate. The display takes the form of the view from the cockpit, with ground/horizon/sky instruments and indicators much where you would expect to find them. You can operate the game entirely from the keyboard, or via a combination of joystick and keyboard, and I strongly advise the joystick.

You get a 'flight manual' with the game, which tells you about the Harrier, gives you hints on how to fly it, and describes the mission you're supposed to carry out when you can actually stay in the air.

The mission involves destroying an enemy HQ 500 miles away, but first — you have to destroy the enemy tanks menacing your own ground sites. It might take some time before you establish an operational area free of enemy tanks — a map grid is supplied so you can keep track of where you are in relation to enemy HQ.

The really tricky part comes when you're forced to join battle with enemy aircraft. This is where you really need to understand the capabilities of the Harrier and the classic defence and attack techniques.

A classy, polished and highly addictive simulation, this is a game to keep.

- | | |
|----------------------|----|
| ● Graphics | 9 |
| ● Sound | 8 |
| ● Value | 10 |
| ● Playability | 10 |

THREE WEEKS IN PARADISE

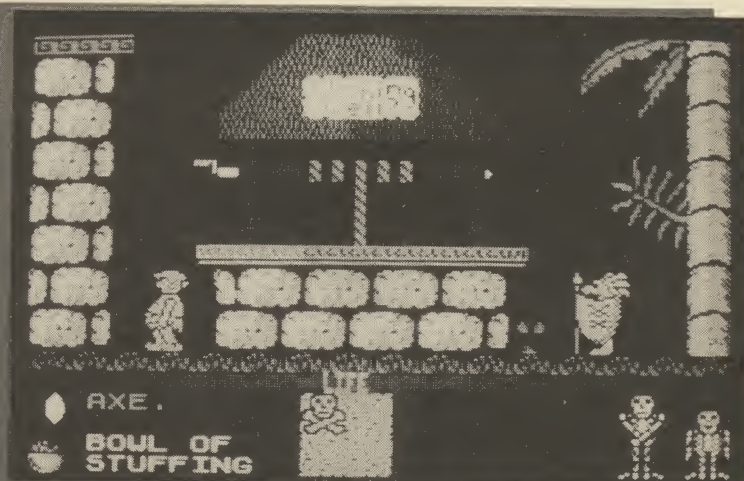
- **Machine:** Spectrum
- **Supplier:** Mikro-Gem
- **Price:** £9.95

Everyone loves Wally. And when his family (Wilma and little Herbert) are kidnapped by hungry natives while the Week family are on holiday in the Scilly Isles — where else? — everyone will want to help Wally rescue them. Won't they?

Sure they will! And Wally could win over yet more fans with this graphically impressive arcade adventure. *Three Weeks in Paradise* follows closely the Wally game tradition. Wally has to wander around the desert island finding objects, picking them up and using them to solve many taxing problems and puzzles.

Wally himself seems to have added a few extra inches to his beer-belly and wanders around just a bit more slowly — but that won't bother you as there's lots to marvel at on every screen.

Graphics are as colourful and varied as ever — they appear bigger and bolder than previous Wally epics.



The jungle is populated by many animals — including lions, crocodiles, nasty insects and deadly bats. There's also the horrible Can Nibbles tribe who kidnap Wilma and Herbert and plan to turn them into TV dinners unless Wally can come to the rescue in time.

Below the main playing screen you'll find the objects that Wally is carrying — he can hold two items at a time, the number on Wally's left — you begin with four, the nibble-status of Wilma and Herbert plus a picture which gradually forms as you play which could end up showing something horrible — or nice. Let us know which!

For the first time you are able

to change Wally's colour to avoid any nasty colour clash on the really colourful screens.

The graphics are the closest to the fabled "cartoon quality" yet to be seen on the good old Spectrum. The jungle screens are really impressive.

Animation of Wally and the other characters is above standard. The tune gets a bit irritating after a while — but you can switch it off and just listen to the sound effects if you like!

- | | |
|----------------------|----|
| ● Graphics | 10 |
| ● Sound | 7 |
| ● Value | 9 |
| ● Playability | 9 |

BLADE RUNNER

- **Machine:** CBM 64
- **Supplier:** CRL
- **Price:** £8.95

Terrific music. Shame about the game. That just about sums up CRL's brave attempt to turn the classic *Blade Runner* movie into a computer game.

Which probably explains why they call the game an "interpretation of the film score by Vangelis"! Licence, what licence?

Anyway what you get once

the game has loaded is a *Ghostbusters*-style game. The basic idea is to track down rebel replicoids in your hover-car and terminate them.

Like *Ghostbusters* you get a plan view of the city to move your bounty hunter's craft around on — except this has more than one screen area to move around on. You also see a large scale "map" for the rest of the city which indicates just where the replicoids are hiding out.

You must use the large scale

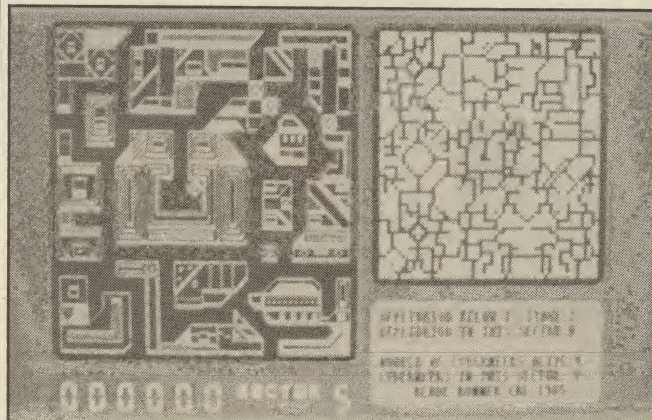
map to move to the sector inhabited by a droid — represented by a flashing square — make contact with it. Then it's onto the scrolling chase scene.

Your craft lands and a large white figure gets out. That's your bounty hunter. He has to chase along the city streets packed with awkward pedestrians to gun down the droid. Running into pedestrians and killing them is a crime "pedestricide" would you believe! You'll be penalised for committing it. You have to dodge the crowds — but don't stay in the road too long otherwise you'll get run down by a speeding C5!

The graphics are pretty crude. Although the white running figures in the street section of the game are quite effective. The backgrounds in this part of the game are nice too.

Not a great follow up to the epic *Tau Ceti* for CRL and a waste of a good idea.

Maybe *Blade Runner* would work as a budget product — but at nearly £9 you can spend it wisely elsewhere.



- | | |
|----------------------|---|
| ● Graphics | 6 |
| ● Sound | 9 |
| ● Value | 6 |
| ● Playability | 6 |

SCALEXTRIC

- Machine: CBM 64
- Supplier: Leisure Genius
- Price: £9.95

I used to love playing with my Scalextric set. It's the nearest I've ever come to real motor racing. Building a track was half the fun, racing the cars the other half. But all that plastic track and little buildings took up a lot of room — and the dog was always crashing across the circuit at crucial moments.

Now, thanks to Leisure Genius, the problem is solved. They've crammed all the bits of track and a couple of cars into the C64 — with Spectrum and Amstrad versions to follow.

It's like *Pitstop II* — without

the pitstops but with a track building option like Ariolasoft's *Racing Destruction Set*.

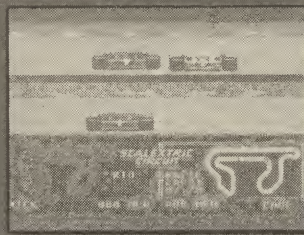
When you're racing, you get a split screen display as in *Pitstop II*. You can race against the computer or a friend. There are 17 pre-set tracks based on the Grand Prix circuits of the world. These have varying difficulty levels.

You get a "construction window", while at the top of the screen you see icons representing different bits of track available to you.

These include different straights, corners and chicanes. Different bits of track have different characteristics when you actually come to race.

Scalextric is a challenging split screen race game. One for race addicts who like building their own tracks. Better than *Racing Destruction Set* but not quite *Pitstop II* which, in our humble opinion, still holds Pole Position.

● Graphics	8
● Sound	8
● Value	8
● Playability	9



ELEKTRA GLIDE

- Machine: Atari/CBM 64
- Supplier: English Software
- Price: £8.95 (cass) £12.95 (disc)

If it's speed and super-aesthetics you want from a game then look no further. *Elektra Glide* must be the fastest game on the Atari right now — and English Software promise the same speed for the 64 version soon to be released.

Elektra is a driving game without overtaking or pitstops. It's more in the Mad Max mode. A desperate race against time and hazards — like spinning cubes and bouncing balls which look like refugees from *The Prisoner*. And there's a jet which drops electrostatic columns to block the road ahead of your speeding car just to add to your problems. Oh yes,

there's an 80 second time limit on each sector too.

All this adds up to a fast and good looking game — one that you need to play in a dark room with your TV's volume turned up full. The sound effects and music have to be heard to be believed.

You get a driver's eye view of the road ahead — which disappears into the misty distance with some nicely drawn mountains on the horizon. There are five different zones to race across — selectable from an options screen at the start of the game. These are Scotland, England, Wales, USA and Australia. Each zone has different landscape graphics.

The scrolling is extremely fast and super smooth — matching the classic *Drop Zone* for sheer

speed.

When it comes to playability, the game is more for your soul than to provide an out and out arcade challenge. There's no running score totaliser, or a hi-score to measure your achievements against in the Atari version — but it will be added to the C64 game.

The jet which swoops overhead to beam down the dangerous electro-columns is an original touch. And the sound it makes as it blasts overhead is brilliant! Listen for it as you play.

Elektra Glide is superbly presented and looks extremely stylish — we rate it as the second best Atari game released this year. First? *Drop Zone* of course!

● Graphics	10
● Sound	9
● Value	8
● Playability	8

REVS

- Machine: C64/128
- Supplier: Firebird
- Price: £14.95 (cassette) £17.95 (disc)

Acomsoft were certainly in top gear when they produced *Revs* for the BBC Micro, which is probably the most realistic racing simulation available on any home micro.

Now Commodore 64 owners can also experience the thrill of the race and get the adrenalin running as they speed for position in the conversion by Firebird.

Revs gives you the chance to drive a Formula 3 machine at breakneck speed around Silverstone. Starting in practice with the wing settings angled

for maximum grip, your initial test of skill is to manoeuvre through the chicane — your first corner.

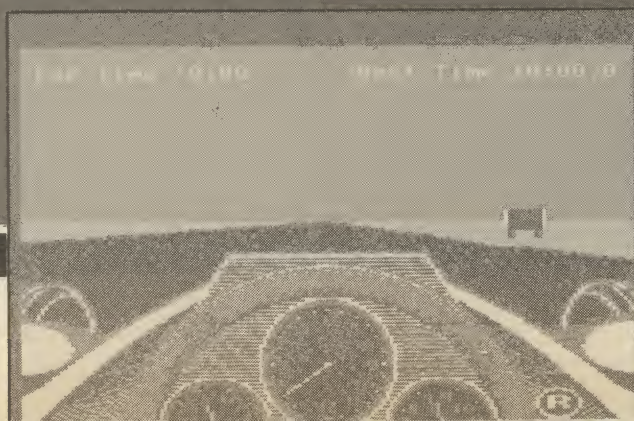
This isn't as easy as it may sound, but don't despair. All it takes is practice, and you'll soon be racing through this section in fourth gear, pushing maximum speed into the home straight.

Though not truly 3D, the car graphics are excellent, changing size and detail with distance, and you'll see the other drivers,

each with their own characteristics, jockeying for position in your rear view mirrors.

Revs is in a completely different league to most race games. Don't expect to lean on the joystick and attain a new lap record on your first outing.

● Graphics	10
● Sound	7
● Value	8
● Playability	9



SABRE WOLF

- Machine: CBM 64
- Supplier: Ultimate/Firebird
- Price: £9.95

If we waited a long time for *Underwulde* to make it onto the Commodore, then it's been an eternity waiting for the excellent *Sabre Wolf*. Again it's worth it.

The Ultimate format is very familiar by now and does not detract from the game at all. And time doesn't dull the surprise at the quality of the graphics and the immense size of the game.

The idea, once again, is to escape from the seemingly neverending jungle. On the way you must collect the four pieces of an amulet scattered throughout the game. As the pieces are collected more and more jungle beasts appear making life more than a little dangerous.

A map is essential if you are to conquer the game, otherwise you'll become hopelessly lost.

Sabre Wolf is a classic game. Buy it. Enjoy it, and tell your friends.

● Graphics	9
● Sound	8
● Value	9
● Playability	10

UNDERWULDE

- Machine: CBM 64
- Supplier: Ultimate/Firebird
- Price: £9.95

When *C+VG* reviewed the Spectrum version of this Ultimate classic we noted that it had been a long time coming but was well worth waiting for. That review appeared in the January 1985 issue. One year on and the Commodore version has appeared. Was it worth the wait this time? The answer is yes.

Underwulde is well up to the standard expected of an Ultimate game.

The look and the layout of the game is very similar to the Spectrum version. Your score is shown at the top of each screen together with how deep you are in the *Underwulde*.

The idea of the game is to escape from the *Underwulde* by climbing through various levels, using the objects scattered around the many screens and avoid the multitude of perils.

Underwulde is excellent fun and great value. Firebird has done a good job with the conversion.

● Graphics	9
● Sound	8
● Value	9
● Playability	9

SHE'S COMING

TWISTER



Available for

Spectrum 48k, CBM 64/128, All Amstrads, All
48k Ataris, Atari ST, BBC B, MSX

ALL TAPES AT 7.50

Amstrad, CBM 64/128, All 48k Ataris

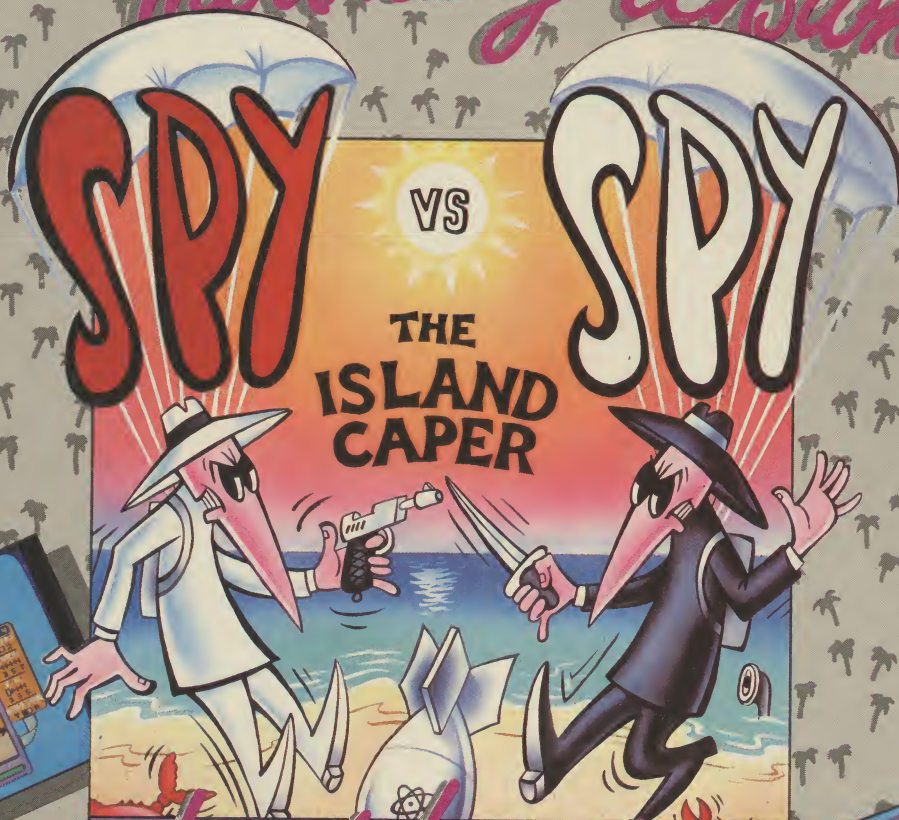
ALL GAMES ON DISK 10.99

Atari ST (Disk only) **21.50**

SYSTEM 3 SOFTWARE SOUTHBANK HOUSE BLACK PRINCE ROAD LONDON SE1 7SJ

TELEPHONE: 01-735 8171. TELEX: 295555 LSPG

*If you can't stand
adventure, skulduggery &
mounting tension*



don't buy it.

If you accept this mission, then you will have to battle with the elements and overcome the many natural hazards that await you on Spy Island. Real time animation, seven levels of difficulty, full scrolling screens. Simul vision (TM)

Simul play (TM)/2 players can play at the same time, shark attacks, quick sand, punji stakes, snare pits, fire bombs, napalm and sword fights etc.

Make this your toughest challenge so far. The most challenging, most exciting.

FOR ALL ATARI COMPUTERS: 400/800/XL/XE WITH MIN 48K RAM

non stop action strategy game available now for your Atari 1 or 2 players option.

Cassette £9.95. Disc £14.95.

Available from all good computer software stores, or post free from **Databyte**, Suite 31A, Grove Terrace, Highgate Road, London NW5 1PL. Telephone 01-482 1755.

Spy vs Spy II The Island Caper is a trademark of First Star Inc. Spy vs Spy is a trademark of E.C. Publications Inc. Both used with permission. Distributed by Databyte under licence from First Star Inc. Distribution arranged by International Computer Group.



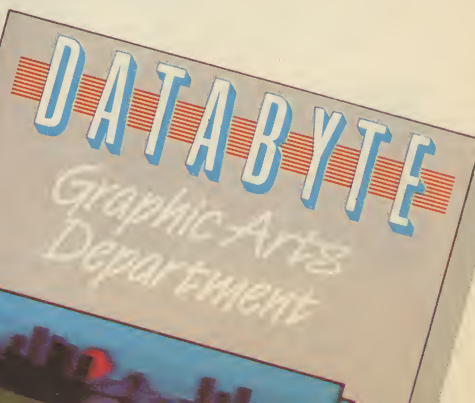
Atari is a trade mark of Atari Corporation

DATABYTE

Power to your palette

The Graphic Art Department is the most powerful, most versatile graphics design program available for the Atari Home Computers. It's simplicity of use make it a joy for people of all ages to paint with. It has more than 30 different commands to choose from. An incredible 128 different colours can be used in any one picture. A three stage Zoom feature allows one the ability to do very detailed and intricate work.

Other features include: the use of text in your pictures, 40 different brush patterns, a brush editor to create your own brush patterns, character editor, circle draw, brush speed control, mirror and you can even obtain a printout of your pictures. These are just a few of the many fine features to be found in the GAD. Ask your dealer for a demonstration now. **Disc: £29.95**





- ALL GAMES GUARANTEED IN STOCK
- FREEPOST ORDER FORM
- 5% DISCOUNT ON ORDERS OVER £40.00
- FREE SECURICOR DELIVERY OVER £40.00

TICK

SPECTRUM

Commando	5.95
Deathwake	5.95
Zoids	5.95
Barry McGuigan	5.95
Aristodan	11.20
Transformers	5.95
Gumfanti	6.70
Lord of the Rings	11.20
International Karate	4.50
Rainstone	5.95
Nasputin	5.95
Impossible Mission	5.95
Bounty Bob	5.95
Elite	11.20
Panzer-Drome	5.95
Tomohawk	7.50
Rambo	5.95
Yie Ar Kung Fu	5.95
Their Finest Hour	7.50
Beach Head II	5.95
Neverending Story	7.50
Schizophrenia	5.95
Worm in Paradise	5.95
I Think	5.95
Saboteur	6.70
Miki	5.95
Blade Runner	5.95
Swords & Sorcery	7.50

TICK

COMMODORE

Commando	6.70
Rambo	6.70
Fight Night	7.50
Little Computer People	7.50
Young Ones	5.95
Zorro	7.50
Shoot Date	6.25
Outlaws	7.50
Goonies	7.50
Yahoo Cabba Doo	5.95
Mercenary	7.50
Blade Runner	6.70
Rods	7.50
Enigma Force	7.50
Ball Blazer	7.50
Arc of Yesod	6.70
Gyroscope	6.70
Crazy Comets	5.95
Transformers	6.70
Quake One	7.45
Friday 13th	6.70
Neverending Story	7.50
Superman	7.50
Wild West	7.50
Starion	7.50
Hall of Fame	7.50
Deathwake	5.95
Scalextric	5.95

TICK

AMSTRAD

Starion	7.95
Worm in Paradise	7.50
Exploding Fist	7.95
Gyroscope	6.70
Sabre Wolf	7.50
Nightshade	7.50
Sold A Million	7.50
Hyberports	6.70
Barry McGuigan	7.50
Zorro	7.50
Who Dares Wins II	6.70
Deathwake	5.95

ATARI

Goonies	7.50
Zorro	7.50
Hacker	7.50
Electraglide	6.70
Mercenary	7.95
Up 'n' Down	7.95
Ball Blazer	7.95
Tapper	7.95
Drop Zone	7.95
Gt. American Road Race	7.95

Peripherals

1. Date Micro Stick	10.95
2. Quick Shot II	6.25



Name

Address

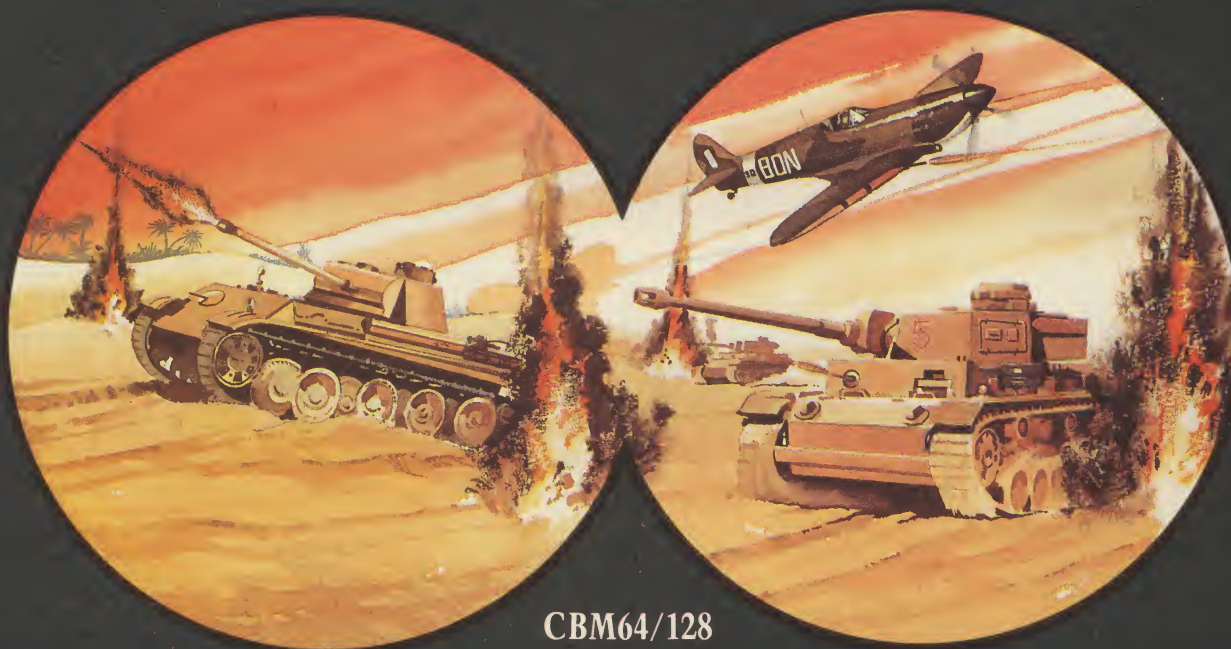
Cheque/P.O.

SEND ORDER TO
FREEPOST,
UNITSOFT
MADEIRA HOUSE,
31 OSWALD STREET,
GLASGOW G1 4QRT

A CUNNING FOE WHO KNOWS NO FEAR



DESERT FOX



CBM64/128

The cunning Desert Fox, the wily Rommel, is on the rampage, sweeping across the desert sands, laying low the allied forces and swarming through allied territory. It is on your shoulders Lone Wolf, to halt the progress of this awesome foe and rescue the North Africa campaign from his grasp. Step forward with the courage of a fearless leader in face to

face conflict with his ground and air attacks. Be as wise and as cautious as the most battle hardened general in planning your strategy and calculating your tactics to rescue your supply depots. In short Lone Wolf, if you fail in your destiny as the complete warrior, the final conflict – a head to head tank duel with the mighty Desert Fox himself – will be your last.

REALISTIC VOICE SIMULATION

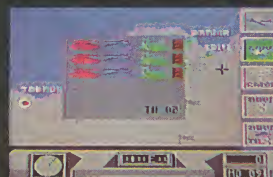
Listen in on enemy radio messages, plan your tactics to combat their manoeuvres.



Stuka attack: Keep a close eye on your radar, an early warning will give you some chance against the enemy Stuka attacks



Convoy: Protect your convoys from aerial bombardment at all costs, without their supplies your depots will fail. But in your eagerness watch out for the allied Spitfires.



Map: Be wise in your campaign strategy, protect those depots in danger from enemy forces, rally your firepower to it's most destructive effect.



Ambush: The valley is infested with enemy forces but no matter reach the other side you must. Good luck and happy shooting.

J R SOFTWARE

5 Brookes Court Baldwin Gardens London EC1
Telephone: 01-242 5409

All orders despatched immediately*

SPECTRUM	JR Price	COM. 64	JR Price	AMSTRAD	JR Price
BATTLE FOR PLANETS	7.40	NIGHT SHADE	7.40	"V"	6.60
SIR FRED	7.40	OUTLAWS	7.40	STREET HAWK	6.60
3 WEEKS IN PARADISE	7.40	DRAGON SKULLE	7.40	KNIGHT	6.60
KING FUN	5.40	RAMBO	6.60	SPITFIRE 40	7.40
INT. KARATE	4.75	NEVER ENDING STORY	7.40	SKYFOX	6.60
SHAD. OF THE UNICORN	11.30	MONTY ON THE RUN	7.40	TAU CETI	7.40
SABOTEUR	6.60	UNDER WURLOE	7.40	WHO DARES WINS	6.60
CRITICAL MASS	5.95	RACING DEST. SET	9.60	ELITE	11.30
WS BASKETBALL	5.95	MERCENARY	7.40	WORM IN PARADISE	7.40
SUPERBOWL	5.95	STAR EVENTS	6.60	BOULDERDASH	7.40
WORM IN PARADISE	7.40	FRIDAY 13th	6.60	DYNAMITE DAN	7.40
FRIDAY 13th	6.60	WORM IN PARADISE	7.40	FRIDAY 13th	6.60
RAMBO	5.95	COMP PEOPLE	7.40		
ELITE	11.30	B.MAC BOXING	7.40		
COMMANDO	5.95	EVIL CROWN	7.40	ATARI	
TAU CETI	7.40	OUTLAWS	7.40	SMASH HIT 4	6.60
EXPLODING FIST	6.60	THE FORCE	7.40	ELECTRA GLIDE	6.60
SUPERTEST	5.20	GERRY THE GEN.	5.95	REALM OF IMPOSS. (D)	9.60
EVIL CROWN	7.40	SCALELECTRIC	12.95	JUMP JET	6.60
THE FORCE	7.40	BLADE RUNNER	6.60	FIGHTER PILOT	7.40
ARENA	7.40	REVS	11.25		
CYBERUN	7.40	"Z"	7.40	MSX	
GUN FIGHT	7.40	SUPERMAN	7.40	KNOCK OUT	5.95
SUPERMAN	7.40	ENIGMA FORCE	7.40	SKY JAGUAR	11.00
LORD OF THE RINGS	11.75	STAR 101V	7.40	HYPER RALLY	11.00
BACK TO SKOOL	5.15	COMMANDO	7.40	PING PONG	11.00
NOW GAMES II	6.60	ELECTRA GLIDE	6.60	ROAD FIGHTER	11.00
PANZADROME	5.95	GOONIES	7.40	TENNIS	11.00
SWEEDO'S WORLD	5.95	ZORRO	7.40	YIE AR KUNG FU II	11.00
SKY FOX	6.60	ZOIDS	6.60	HYPER SPORT III	11.00
INT. RUGBY	5.95	NEXUS	7.45		
ENIGMA FORCE	7.45	MUGSY'S REVENGE	6.60	C16	
BOUNCE	7.45	SPELLUM KARS	7.45	KARATE KID	5.20
BLADE RUNNER	6.60	URANIUM	6.60	TAI BOXING	4.45
THINK	5.95	SPACED OUT	6.60	WORLD SRS BASEBALL	5.20
REALM OF IMPOSS.	6.60	CAUSE OF CHAOS	6.60	CLASSICS	5.95
SPITFIRE 40	7.45	"V"	6.60	AIR WOLFE	5.95
"V"	5.95	STREET HAWK	6.60	STAR EVENTS	5.95
STREET HAWK	5.95	COMIC BAKERY	6.60		
KNIGHT RIDER	5.95	BOUNDER	7.45		
SURF CHAMP	8.50				

Special offer: Comp Pro Joystick £13.50, Konix Speed King £9.50.

Both joysticks have one year guarantee. * If game released.

Send s.a.e. for list, stating which micro. Any cheques/PDs to the following address:

J R SOFTWARE, Dept. CVG2, 5 BROOKES COURT, BALDWIN GARDENS, LONDON EC1

REDNECK McCOY



You'll know he's the real McCoy once
you've sampled an Atomic Drop.

ROCK'N WRESTLE



For less than the price of one game

You could get your hands on over 500 great titles!

Please tick the appropriate box:

Please send me more details about the Matrix Club ☐

Please enrol me as a Matrix member. I enclose a cheque for £6 made payable to
Melrica Agencies ☐

My interest is: Spectrum ☐ Commodore ☐ Amstrad ☐ Pop videos ☐

Name _____

Address _____

Post to: Matrix Membership, 271 Stansted Road, Bishops Stortford, Herts.
CVG 2

(not to mention pop videos)

With top titles costing anything from £7 upwards to buy, renting
your software from the Matrix Club makes very good sense.

Our once only enrolment fee of £6 gives you access to over 500
titles on the Spectrum, Commodore and Amstrad systems including
all your latest favourites.

Added to that is the opportunity to hire top pop videos at similar
low rates, and using the same fast, easy to
operate system.

Use the coupon on the left to receive
full details of membership with no
obligation or enrol right now to get a
weeks free hire of one of our classic titles.

MATRIX
SOFTWARE CLUB

ROLLER COASTER

- **Machine:** Spectrum/Amstrad/CBM 64
- **Supplier:** Elite
- **Price:** £6.95 (Spec) £7.95 (CBM 64) £8.95 (Amstrad)

Roll up, roll up! Take your places please for a fun packed journey around a theme park. Ride the weird ghost train, speed down the water-chute in a hollowed out log, brave the dangers of the big wheel — and finally try out the stomach churning Roller Coaster itself!

Now, here's a new twist on the platform format. All the rides work as they would in real life.

The object of the game is to explore the fairground and discover bags of gold which are dotted around on the many rides. You may have to risk life and limb to get them.

You begin the game with five lives — you lose a life if you fall off something, get hit by something or simply run out of "life force".

The graphics are extremely colourful — similar to *Monty* and *JSW* but with extra added pizzazz! Sixty screens worth of pizzazz to be exact.

Ride the *Roller Coaster* just once and you won't want to get off for a long, long time.

- **Graphics** 8
- **Sound** 7
- **Value** 9
- **Playability** 9



- **Machine:** BBC/Electron
- **Supplier:** Superior Software
- **Price:** £9.95 (tape) £11.95 (disc)

Calling any game "The best Arcade Adventure ever" isn't very sensible. For one reason something just a little better will appear eventually, and more importantly, it sounds incredibly false!

Superior have, until now, concentrated on getting programs onto the market in

quantity. Now, thankfully, they have adopted a more agreeable attitude. If they want to be considered as a quality software house, *Citadel* will help a good deal.

On running the program, a pleasant enough title page appears. It is, in fact, one of the best I've seen on the Beeb. "Citadel, Citadel, Citadel," growls the BBC. Gosh! Speech tool Well, no. Not really. After announcing itself in rather tinny tones, the speech clams up.

The game contains 100 screens, all in colour. The idea is to beam yourself to an alien planet, grab a figurine, get back to the teleport, and smash it all to bits; thus avoiding the alien invasion and saving the world. Simple, eh?

Game play is fast and exciting, with trampolines, rope swings, platforms and elevators to walk over. Death manifests itself in the form of monks, stardust, cannonballs, thorns, big square things, big flashing square things, spotted things on spindly green legs and a few others besides.

Superior have backed the game with yet another competition. The first person to complete the game gets a cool 200 greenbacks and a plaque. Also, three crowns have been hidden in hard-to-reach locations. The first person to tell Superior where two of the three can be found gets £100.

Citadel is fun to play, and allows extensive exploration without having to complete a sticky problem to reach the next screen. It represents good value for money, even if you don't win the competition!

- **Graphics** 8
- **Sound** 8
- **Value** 7
- **Playability** 10

THE LAST V8



- **Machine:** CBM 64
- **Supplier:** Mastertronic
- **Price:** £2.95

Great sound — shame about the game! This release in Mastertronic's new M.A.D. range features some absolutely brilliant sounds from ace composer Rob Hubbard and some pretty graphics from programmer Dave Darling. But game play doesn't match up to the frills.

The basic theme of the game

is this. The year is 2008, the world has suffered a global nuclear war and a global nuclear winter. You survived both as you were working on a secret project deep within a bunker — that special project was *The Last V8*. This is a real super-car, shielded from radiation, computerised and powerful.

And you are going to use it to attempt to contact the remnants of mankind left on earth after the holocaust. But there is still danger on the surface.

Unexploded nuke-warheads which detonate from time to time. Fortunately your car warns you of an imminent blast and you must dash for safety inside a shielded bunker before it goes off. You have to dash from shelter to shelter in a bid to discover the survivors.

Your V8 is difficult to control. You'll find yourself skidding off the road and into the landscape at every available opportunity when you first load the game. Practice might make you a better driver — should you wish to persevere with the game...

The roads you must travel twist and turn with alarming regularity — but there are some short cuts — across the nicely drawn landscape.

The voice synthesis feature at the start of each game is simply annoying after a couple of listens! And you can't turn it off...

V8 is a nicely presented program — but without much substance.

- **Graphics** 9
- **Sound** 9
- **Value** 9
- **Playability** 5

- **Machine:** CBM 64
- **Supplier:** Ultimate
- **Price:** £9.95

What's this? Ultimate meets Jeff Minter? Something must be wrong here. The latest Ultimate release isn't an arcade adventure — it's an out and out shoot 'em up.

In a big departure from their normal style, Ultimate has sprung a surprise on their public with *Imhotep*.

Several people played this game for several hours just to discover if there was more to it than blasting your way across an Egyptian landscape *Defender* style. But, surprisingly, that seems to be it.

The game is packaged in the normal Ultimate style leading you to believe that it's a regular adventure — but it isn't.

The theme — described in Ultimate's normal mysterious style — is this. Zoser, Pharaoh of all Egypt, is having a tough time. His lands are drying up and the peasants are revolting. Zoser turns to Imhotep the Wise for help in ending the famine.

Imhotep starts out on a quest to find Thoth the only person who can end the drought which is causing the famine.

He begins by flying on a mystic bird armed with mystic power bolts which he must use

▶ CONTINUED FROM PAGE 24

GEOFF CAPES STRONGMAN

- **Machine:** Amstrad
- **Supplier:** Martech
- **Price:** £8.95

What are you — man or mouse? That's the opening challenge from Martech. Well, next to Geoff Capes that's not an easy thing to answer.

Anyway, generally squeaking, we're a tough, rough lot at C+VG, ready to rise to any challenge.

Geoff Capes Strongman is a simulation game with an added dimension. Instead of just undertaking the various tasks, you also have to train for them.

Poor old Geoff's body has been split into eight bits, represented by "muscle icons". Only his head is missing. Is that significant, we wonder? Brawn without brain?

Each muscle contains a gauge to show how fit it is and how much energy is available. Different events require different muscles so while training for the six events you must prepare the right muscles.

If during any of the events the energy gauge hit zero, Geoff collapses.

The six events Geoff must compete in to win the Strongman title are the truck pull, log chop, barrel loading, car roll, fairground bell and sumo wrestling.

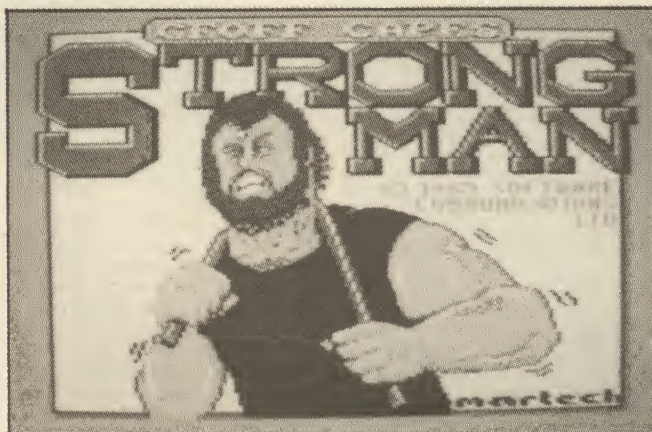
Between each event there is a short rest period which you can re-distribute remaining muscle energy.

Geoff Capes Strongman is a good simulation, lifted above many of its rivals by the need

to actually think about the strategy behind the play. Good fun.

The game is also available on Spectrum, CBM 64, BBC B, Electron, MSX and Atari.

- | | |
|----------------------|---|
| ● Graphics | 8 |
| ● Sound | 7 |
| ● Value | 8 |
| ● Playability | 8 |



ACE

- **Machine:** CBM 64
- **Supplier:** Cascade Games
- **Price:** £9.95

There are flight simulations and there are flight simulations. And then there's *Ace*.

Digital Integration's *Fighter Pilot* has been widely acknowledged as the best of the bunch but that accolade must now go to *Ace*.

Not that there is anything stunningly new about the game, it's just incredibly well presented.

There is a wide choice of battle conditions. Combat can take place during the day or night, winter or summer.

Using a map to locate the enemy, you can chase and engage them on land, in the air or at sea.

The screen layout is fairly clear and easy to understand. The top half is taken up with the view from the cockpit, the bottom half with instruments.

Congratulations to Cascade on a good game.

- | | |
|----------------------|---|
| ● Graphics | 8 |
| ● Sound | 8 |
| ● Value | 9 |
| ● Playability | 9 |

to blast other flying enemies riding on what look like broomsticks. But maybe they are mystic birds too.

Other hazards include catapulas which fire stones at you. It appears these stones can hit you anywhere — despite the fact that they appear in the distance and grow larger. Small or big, if you're in front of them when they appear, you lose a life.

As you progress through the game you come up against other hurtling hazards — which all serve to make your life as Imhotep that much harder.

You have to amass 10,000

points with just five lives — to move from level two — where the game always seems to start for some reason.

All Ultimate would say when we quizzed them about the game was that "it gets harder. Hmmh."

Ultimate have made a brave step away from their traditional style — but in the wrong direction.

Try again Ultimate!

- | | |
|----------------------|---|
| ● Graphics | 8 |
| ● Sound | 7 |
| ● Value | 6 |
| ● Playability | 7 |

IMHOTEP



Z

- **Machine:** CBM 64
- **Supplier:** Rhino
- **Price:** £9.95

There's always room for another good shoot 'em up and *Z* — pronounced Zee — is just that.

The idea of the game is pretty simple. Blast all the aliens, capture energy bombs, zap force barriers surrounding the Transporter Units until you've got a big enough hole to guide your ship through and warp to the next sector where it all begins again.

The game takes place on a planet with a computer controlled defence system. The system has malfunctioned and now the computer can't tell the difference between friend or foe — so it attacks everyone!

Only a starfighter as experienced as *Z* — that's you — can destroy the system before things really get out of control.

The game features multi-directional wrap around scrolling screens with some stylish

arcade game style backgrounds. Some sectors have a lunar backdrop, others a *Paradroid* style cityscape. Defence ships come in many different forms and are all extremely deadly.

Some craft, like the Big Mothers you'll find on level three, need to be hit several times before they disintegrate. The Control Ship at the end of each game has to be blasted by energy bombs — five in all — before it can be destroyed.

The energy bombs are carried by special craft which you have to blast to release the bomb capsule. Chase the capsule to pick up the bomb.

The ship features inertial control — which means you have to be nifty to fly it and win. It has twin laser cannon which make blasting a bit easier and a central bomb chute to launch those energy bombs.

Z comes from Chris Butler, the programmer who brought you *Hypercircuit* which became something of a cult game among 64 owners. *Z* should do just the same. It's fast, furious and lots of fun.

Don't miss this extremely attractive, truly addictive zap-to-kill extravaganza.

- | | |
|----------------------|---|
| ● Graphics | 9 |
| ● Sound | 8 |
| ● Value | 8 |
| ● Playability | 9 |

● CONTINUES ON PAGE 32 ►

ENDURANCE RACING

Machine: Spectrum
Supplier: CRL
Price: £7.95

From the programmers who brought you CRL's popular *Formula One* team-manager simulation comes *Endurance Racing* — which does the same thing for long distance motorcycling racing.

You have to look after a team or teams of racing bikes out to win the World Endurance Racing Championship. You control the preparation of the team, the selection of riders, the turning of the machines — and must also oversee the pit work for the team during these all important championship races.

Endurance motorcycle racing is a team effort. Success depends as much on the maintenance of the bikes during many pit stops as on racing ability of riders.

A crash may not be terminal. If your rider can ride or push the bike back to the pits, repairs can be carried out and lost time made up.

Authentic team names and riders are already stored in the computer but these can be changed. You can customise your own team, selecting your

team name, bike type, colour, numbers and rider names.

Each bike must be prepared for the race. The engine or chassis characteristics are adjustable and you must make your own decisions in line with the level of play. A bar-graph will increase showing an increase of power, m.p.g. etc.

Throughout the race the first six bikes are displayed on the score-board and the order of the first sixteen bikes are shown from left to right in front of the grandstand.

The team name of the leader and distance he had covered are also displayed. If your bike number turns red it shows that something is wrong.

During the race, instruction can be given to your riders by pressing the select keys and entering the bike number. All riders start off riding normally but they can be instructed to take things easy, if protecting a good lead or ride as fast as possible.

● Graphics	7
● Sound	5
● Value	8
● Playability	8

VECTRON

● **Machine:** Spectrum
● **Supplier:** Insight
● **Price:** £7.95

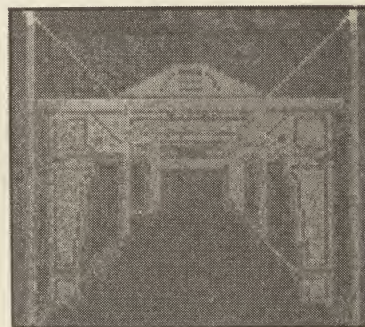
Hang on a minute! Everything's moving too fast! Just let me catch my breath a second and I might be able to write this review ...

This is the second game we've seen which is based around themes from that terrific Disney movie *Tron*.

You and your Spectrum have been transported to a maze like complex where lurks the deadly ROM Robot. You must find your way around the matrix, zapping tanks and randomisers — those awesome two-legged spacecraft featured in the *Tron* movie — in order to find your way to the Central Complex and the ROM Robot.

The many corridors of the complex will have you baffled unless you call up the map which overlays the main playing screen. So if you're REALLY clever you can leave the map up and see what's going on outside. Not really advisable for beginners however as you'll find the game SO fast that you're going to need your wits about you.

At first you'll find yourself bouncing off the walls and attempting to make fast turns. Practice makes perfect — but



then you'll have to work out how to take out the tanks and Randomisers.

Fortunately the loading sequence includes scrolling instructions — the bad news is that you can't call up these instructions during play.

The sound — especially the opening theme — is great.

The graphics are a mixture of vector and solids. The tanks and Randomisers are drawn as solid looking craft.

The best way to take out the Randomisers is by blasting one of their legs off causing them to spin and smash into the sides of the maze.

● Graphics	7
● Sound	8
● Value	6
● Playability	6

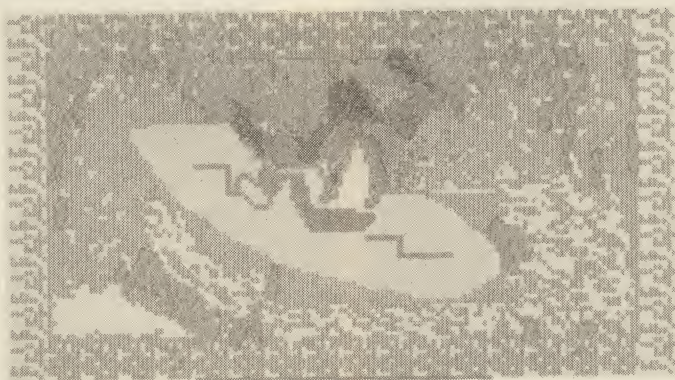
SURF CHAMP

● **Machine:** Spectrum
● **Supplier:** New Concepts
● **Price:** £11.95

Irish software house New Concepts are out to make waves with *Surf Champ* and its revolutionary surfboard-shaped keyboard overlay.

By applying pressure to the surfboard, which sits on the Spectrum's G key, real-life surfing moves can be performed. New Concepts say this is the ultimate sports simulation.

Before being able to ride the



waves, the player must make a number of decisions. Surfing gear must be selected and this depends on age, sex, and weight. Board length and weight must also be selected.

Once these selections have been made, it's time to head out to the waves. The screen then changes to a view of the sea from the beach. The surfer must paddle out into the sea, ducking and dipping under the waves to a chosen point.

Once the best wave has been selected, the player hits a key, the screen changes to a close

up view of the surfer on the wave.

Using the miniature surfboard is very frustrating to begin with, but with practice it becomes easier.

Graphically the game is a little crude, but if you fancy a unique challenge then you'll get a square deal surf from *Surf Champ*.

● Graphics	7
● Sound	6
● Value	7
● Playability	8

VIDEO DARTS

● **Machine:** CBM 64
● **Supplier:** Zion Systems
● **Price:** £7.95

Video Darts is about as exciting as a stale pint of beer with a stubbed out cigarette floating in it. It has absolutely nothing to recommend it at all. A sad thing to say, but true.

The game of darts itself — played either against the computer or another player — is spectacularly unexciting. Consistent scores of 180 are easily obtained therefore removing the slightest challenge from the game.

The graphics, considering the superb animation now available on other Commodore games, are extraordinarily crude — a standard equally matched by the packaging.

The music, a grating rendition of *Roll Out the Barrel*.

But the real killer is the price — £7.95. Can Zion be serious?

● Graphics	3
● Sound	3
● Value	3
● Playability	3

AMSTRAD 18-95

ZX SPECTRUM 17-95

COMMODORE 64 18-95

Yie Ar KUNG-FU

THE ARCADE SMASH COMES HOME!

Also
for the
BBC Micro
9.95

Imagine

...the name
of the game

Konami

Imagine Software is available from:  WHSMITH,  John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens, Spectrum Shops and all good dealers.

Imagine Software (1984) Limited • 6 Central Street • Manchester M2 5NS • Tel: 061 834 3939 • Telex: 669977

FRIDAY THE 13TH

● **Machine:** CBM 64, Spectrum, Amstrad

● **Supplier:** Domark

● **Price:** £8.95

We're not trying to shock, protests Domark at suggestions of bad taste surrounding the advertising of *Friday the 13th*, just trying to get attention.

Really? Their advert, featuring an ice hockey mask in a pool of blood with a knife thrust through the eye socket, certainly works on both counts.

EMAP, publishers of *C+VG*, originally had doubts whether to publish the ad. Menzies, the newsagent chain, even insisted the cover art work be changed before it would be displayed.

Of course, Domark, while appearing suitably shocked, love the fuss. It's great publicity. A game based on the exploits of a psychopathic killer who hacked, slashed and stabbed himself into film notoriety, is bound to attract the odd criticism. And well they know it.

But what has this to do with the game? Not a lot, actually. The packaging and publicity

may be sickeningly bloody and gory, but the game isn't.

Blood-curdling screams — at least on the Commodore version — are as bad as it gets.

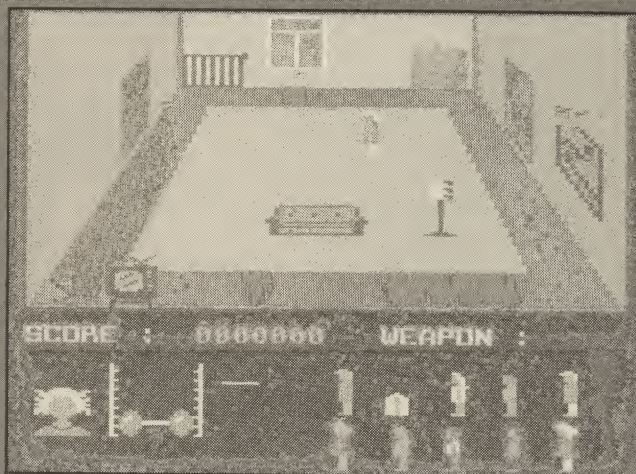
Jason — such a nice name for such a fiendish killer — is wreaking havoc at Crystal Lake holiday camp where you have arrived on holiday.

He appears to be just one of the normal holidaymakers at the camp — until he attacks you/or the others with an axe. You have to find a safe sanctuary where Jason cannot go and then persuade the other holidaymakers to join you or kill him.

Weapons are scattered throughout the game which you can use in a bid to destroy Jason.

Most of the screen is taken up with a 3D scrolling view of the holiday camp, covering rooms, walls, fences etc.

Your panic rating — and Jason always attacks the person with the highest rating — is shown by the height of hair on the character's head at the bottom left-hand corner of the



screen. Strength is indicated by a dumbell.

The other characters at the camp are shown in the bottom right corner. If Jason or you kill one of them they are replaced by a tombstone.

The mask shows how close you are to going mad and, therefore, the amount of time you have left before the game is over.

The graphics on *Friday the 13th* are surprisingly crude and chunky on the Commodore version. The character you control also makes a noise like a machine gun when he walks. Quite why, we can't work out.

Friday the 13th is not a computer "nasty" and contains no more violence than most other computer games. If that disappoints you, Domark have thoughtfully provided two foaming blood capsules for you to chew and spit blood at the computer.

Such are the marketing skills of the Domark team that *Friday the 13th* will be successful.

● Graphics	6
● Sound	8
● Value	7
● Playability	7

THINK!

BLITZ
GAME

● **Machine:** Spectrum

● **Supplier:** Ariolasoft

● **Price:** £7.95

Think! I thought. I moved. I lost. But was I disappointed? Not one jot.

Ariolasoft, mainly known for their imports of American software, has come up with a gem of a game with *Think!* And it's British, designed by the brains at Tigress Marketing.

Think! contains that all too rarely found quality: a new and simple idea cleverly executed.

Basically, *Think!* is a board game on computer, easy to learn, difficult to master. All you have to do is get four of your counters in a row on a six by six grid. You play against a friend or the computer, making alternate moves. The winning lines can be vertical, horizontal or diagonal.

The counters can only be moved onto the grid from the bottom or right edge of the board. When a new counter is introduced into the grid

everything in that line or column is moved along — including the spaces. Get the idea?

One clever — or false move — can change the whole complexion of the game. A seemingly certain victory can become defeat.

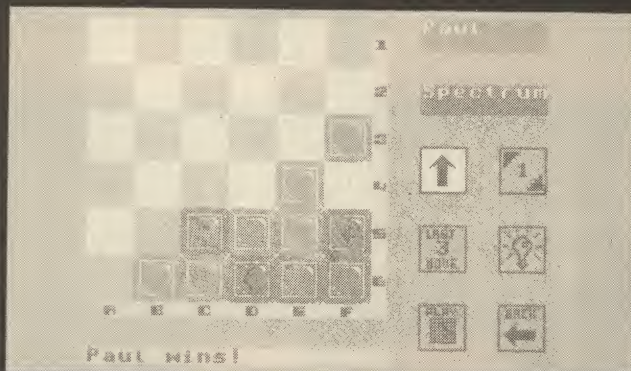
There are seven levels of difficulty, hint facilities, different speed games and set problems to solve.

Think! is instantly playable,

brilliantly simple and lastingly addictive. We think it's a winner.

The scores for graphics and sound are not really relevant as they are not vital to the game.

● Graphics	8
● Sound	8
● Value	10
● Playability	10



AXIS ASSASSIN

● **Machine:** CBM 64/Atari

● **Supplier:** Ariolasoft

● **Price:** £7.95 cassette/£9.95 disk on CBM/£9.95 Atari Disk

At first sight *Axis Assassin* is an interesting game but somehow it never quite satisfies its promise.

The battle against the Master Arachnid and his multi-legged marauders ranges over a choice of 20 grids and five zones. All you have to defend yourself are three Axis Assassins, armed with unlimited fire power and pulse bombs.

The game starts as spiders spin webs across the grids. Then the Master Arachnid releases his army of hunters, drones, spores and exterminators.

Your Axis Assassin can move up, down and across the grid, trying to destroy everything before they get you.

Summing up, there's nothing really wrong with *Axis Assassin* but there's no real reason why anybody should make time to play it.

● Graphics	7
● Sound	6
● Value	7
● Playability	6

DYNAMITE!



Ivan the Crusader's epic quest to end Rasputin's evil reign puts this isometric multi room arcade adventure in a world of its own.



The evil Orcs ravage the land of Belorn – you control the only characters who can save it. Stunning landscapes plus intriguing adventure in 'Venturescope'.

Crazy multi-screen adventure – failed Germ Gerry proves his worth by laying waste to his victim's body – until he reaches the heart...



Ted's Great Summer Blow-Out – over 40 whacky screens as he tries to avoid sunstroke, drinks like a fish and blows all his hard-earned money!

Four great, sizzling games from Firebird – the all-new Hot Range. Available for the Spectrum, Commodore 64 and Amstrad – see them at all good computer stores now!



firebird

FIREBIRD SOFTWARE WELLINGTON HOUSE
UPPER ST. MARTIN'S LANE LONDON WC2H 9DL

MAIL ORDER

Please state name of game, machine, cassette or disk and quantity required. Enclosed crossed cheque/PO made payable to FIREBIRD SOFTWARE. All offers are subject to availability. Orders are despatched promptly. All prices inclusive of VAT and postage.

MAIL ORDER: AUNTIE KAY, FREEPOST FIREBIRD, WELLINGTON HOUSE, UPPER ST. MARTIN'S LANE, LONDON WC2H 9DL. *No stamp required

GYROSCOPE COMPETITION

Koronis Rift Competition

Okay, so you think you're good. Quick thinking, fast reactions, a master of joystick gyrating. The perfect computer gamester, in fact. Well we're giving you a chance to put those skills to the test. We've got 50 copies of *Gyroscope* from Melbourne House up for grabs as prizes in another great C+VG competition which will put you into a spin.

A gyroscope — it looks like a little spinning top — is a disc or wheel mounted to that it is able to rotate about any axis. When spinning and left undisturbed it will maintain its direction in space independently of its relation to the earth. So much for the science and onto the game. In the game you control the gyroscope down five different courses, avoiding aliens, magnets, negotiating narrow ledges and avoiding pits. Difficult and demanding, we think you'll love *Gyroscope*. So here's how you can win the game, which is available for the Commodore, Spectrum, Amstrad and BBC B.

Hidden in the word square below are the names of five Melbourne House games. Find them and send your answers to C+VG.

A	L	O	R	D	R	C	A	D	V	U	T	S	E	L	M
G	B	C	C	B	D	E	F	G	H	I	K	P	Q	K	N
B	D	N	S	T	E	M	T	H	E	J	G	P	I	E	J
A	Y	Z	N	H	A	M	T	S	K	R	I	M	L	O	B
U	V	W	R	I	N	G	P	Q	R	J	N	N	O	O	X
T	H	E	I	H	F	G	H	F	A	R	N	I	O	R	Y
W	F	Z	S	X	I	N	G	W	A	L	Z	P	O	Y	X
E	W	Y	S	X	I	N	G	W	A	L	Z	P	O	Y	X
I	G	H	T	D	S	V	R	O	Q	M	N	W	X		
F	U	Z	P	C	E	F	S	V	R	O	Q	M	N	W	X
A	U	B	C	E	F	S	V	R	O	Q	M	N	W	X	

C+VG/MELBOURNE HOUSE GYROSCOPE COMPETITION

Name _____

Address _____

Please tick the correct box for your computer.
 CBM 64 ☐ Spectrum ☐ Amstrad ☐ BBC ☐

Send your answers to Computer and Video Games, Gyroscope Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is the 16th February and the editor's decision is final.

Koronis Rift — the legendary weapons testing ground of the Ancients. For every scavenger and get-rich-quick merchant in the Cosmos, this fabled hiding place of technological treasures would offer the key to power and wealth beyond the dreams of avarice.

And now those dreams are about to become reality for you.

Wandering through the galaxy earning a living as a techno-scavenger, you discover the *Koronis*. Its treasures are for the taking... if your dare!

Koronis Rift is the latest action strategy game from Activision, following hot on the heels of *Rescue on Fractalus* and *Ballblazer*. And thanks to Activision, C+VG has got 30 copies of the Commodore 64 game for you to win.

All you have to do is answer the following questions and then send the answers, together with the coupon printed below, to C+VG.

Koronis Rift is created by designers who work at Lucasfilm Games. And the man at the top is George Lucas, creator of the *Star Wars* film adventures. The questions are all about the films of George Lucas.

- 1) Name the two other films in the *Star Wars* trilogy _____
- 2) The evil Darth Vader was played by an actor who also plays the road safety hero, the Green Cross Man. What is his name? _____
- 3) George Lucas and a Hollywood director combined their talents to produce a hugely successful action adventure film starring Harrison Ford. What was the film called? _____

C+VG/ACTIVISION KORONIS RIFT COMPETITION

Name..... Address.....

Send your answers to C+VG, Koronis Rift Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is the 16th February and the editor's decision is final.





FLEET STREET

CITY OF LONDON EC4

Editor

Welcome to the world of personal publishing on your BBC Micro!

FLEET STREET EDITOR gives you everything you need to produce professional-looking printed materials – in one package!

The different stages in newspaper and other types of print production processes are represented by the six different 'departments' in the program. By following these stages through the program and comprehensive manual, you can blend text and graphics to produce printed materials for a wide range of applications.

Whatever information you want to communicate, **FLEET STREET EDITOR** will make your task easier and more enjoyable... and save you money!

That's right – **FLEET STREET EDITOR** not only provides you with a complete publishing package. As part of the package, you also receive valuable money-off coupons for Cumana disk drives and Touch-Pads and for Mannesmann-Tally dot-matrix printers.

Just £39.95 including VAT!

A QUICK TOUR ROUND THE DEPARTMENTS

Each Fleet Street Editor page is constructed as a series of panels, with up to 8 panels per A4 page. Here's where you construct those panels:



GRAPHICS LIBRARY

200K (about 400 pieces) of ready-to-use art – illustrations, symbols, and display typefaces which can be incorporated into your own work.



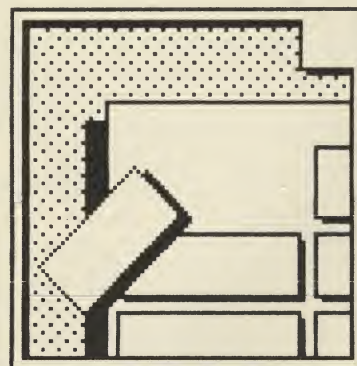
STUDIO

Where you modify existing art from the Library or your own collection, or create your own. All the graphics in the Library were created here.



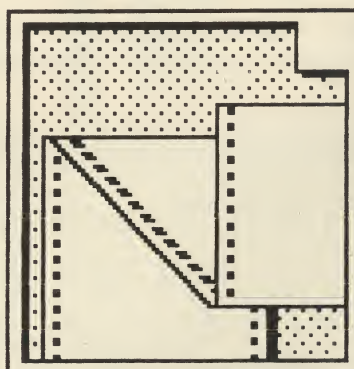
COPYDESK

Input your text here, using either the program's word processor or existing View or Wordwise files, and watch it wrap automatically round your graphics. Use different fonts, too.



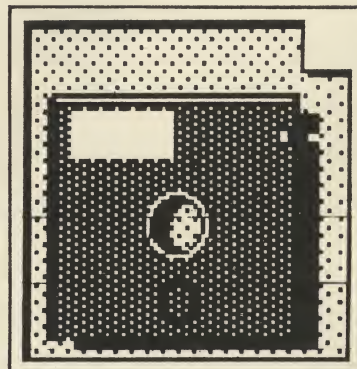
PAGE MAKE-UP

Define the format for your page and construct it from the catalogue of panels you've built up. Some panels are provided ready-made for you to experiment with.



PREVIEW AND PRINT

Preview a reduced representation of your completed page on screen, approve it, and send it to your printer using one of the built-in printer-drivers – you can write your own, too.



ADMINISTRATION

Set up the program to suit your system configuration, format disks, integrate graphics from most Mode 4 programs, and further manipulate Fleet Street Editor files.

FLEET STREET EDITOR

Issue No. 1

January 1986

GIVES YOU WORDS ... AND PICTURES

In any way you wish - together

or separately ...



If you find yourself in the newsheet hotseat...

Fleet Street Editor is the personal publishing package you must have.

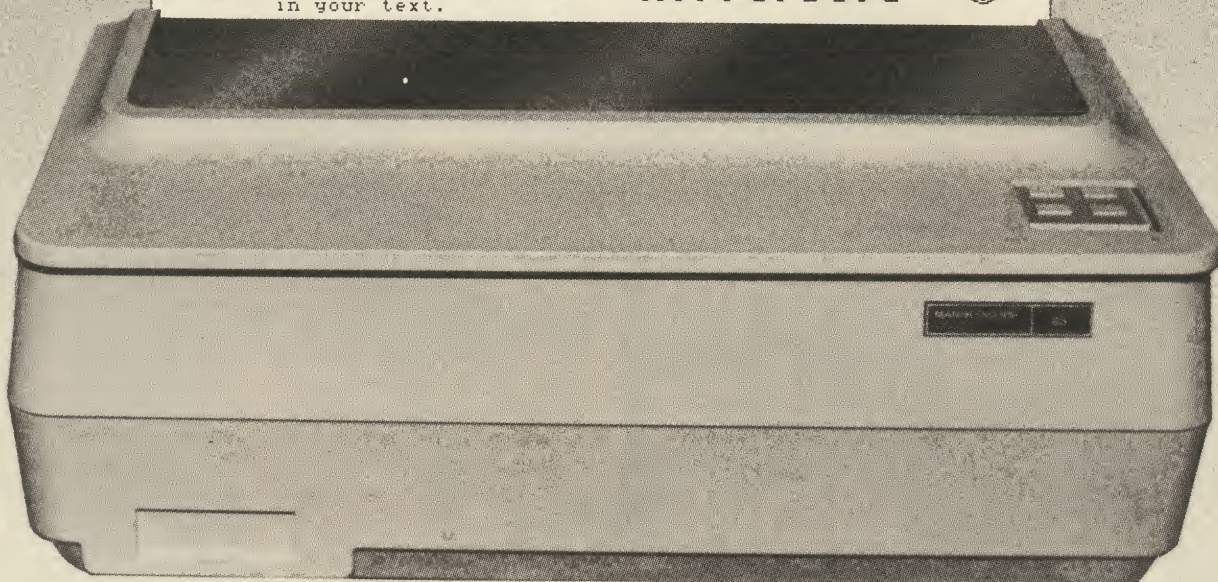


You can use text in many ways: regular, **bold**, **inverse** and, of course, with fancy

All this, and more, can be done in this one package - with nothing extra to buy!

Headlines & Titles in your text.

Mirrorsoft



THE FIRST EDITION

Publication: January 23rd 1986

The minimum equipment you need to become a FLEET STREET EDITOR is:

- * BBC Model B with disk interface
- * 40 track single-sided disk drive
- * Dot matrix printer capable of 640 dot bit image mode and true descenders
- * Monochrome monitor or TV

You can configure the program to any type of drive combination via the Administration department.

FLEET STREET EDITOR is supplied on two disks - one containing the program and one containing the graphics library. These are formulated in different ways for different drive configurations, so take care when ordering or buying FLEET STREET EDITOR that it matches your current system. Upgrades are available.

The registration card supplied in the back of the manual, when completed and returned to us, will ensure you receive details of new software designed to enhance your FLEET STREET EDITOR.

Complete the coupon and return it to us for a detailed brochure or to place a firm order. FLEET STREET EDITOR should also be available from good software stockists everywhere.

ORDERS

I would like to order FLEET STREET EDITOR. ☐

My disk system is as follows:

I enclose my cheque No. _____ for £39.95 OR
Please debit my Access/Visa account no.

Signature _____

Please allow 21 days for delivery

INFORMATION

Please send your detailed brochure on FLEET STREET EDITOR ☐

Name _____

Address _____

_____ Post code _____

MIRRORSOFT LTD, FREEPOST BS4382, Paulton, Bristol BS18 5BR

MIRRORSOFT LTD FREEPOST BS4382, Paulton, Bristol BS18 5BR (no stamp needed)

THE Error

FORWARD WITH BRITAIN

COMPETITION

Ever fancied being an editor of your very own magazine? Perhaps you already are. Judging by the numbers of fanzines we receive at the C+VG IDEAS CORP penthouse offices there are quite a few budding editors and designers out there in the real world.

Now we're giving you the chance to win national recognition thanks to Mirrorsoft.

If you produce a computer related magazine at your school, or at your local computer club, or even if you just produce your own fanzine along with a few friends, you should enter the C+VG Fanzine of the Year competition.

Winners will get a really neat bit of software from Mirrorsoft, a neat bit of hardware from Kumana plus a trip around the Daily Mirror HQ in London.*

The software is **Fleet Street Editor**, a terrific package which enables you to write, layout and print your own magazine all with just the aid of a trusty BBC.

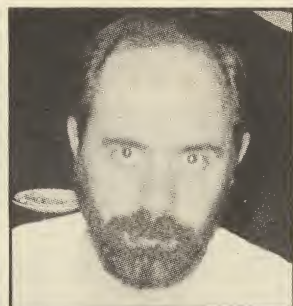
Fleet Street Editor is a mixture of a word processor, graphics package and design utility all wrapped into one. And it's just what every budding magazine editor needs to produce a high quality product...

The package includes all the major "departments" that any magazine or newspaper needs to operate — the graphics library, the copy desk, the design studio, page make up and, of course, printing.

Using Fleet Street Editor couldn't be easier and you can produce a really professional looking magazine or newsletter. And a Fleet Street Editor package could be yours if you enter our great competition.

There are three categories. You can enter a school magazine, your club or user group magazine — or if you're an individual who produces an independent magazine you can enter that too.

All you have to do is send us an issue or issues of your magazine before the closing date of the competition —



Drunks in drag hijack a bus

which is April 16th 1986.

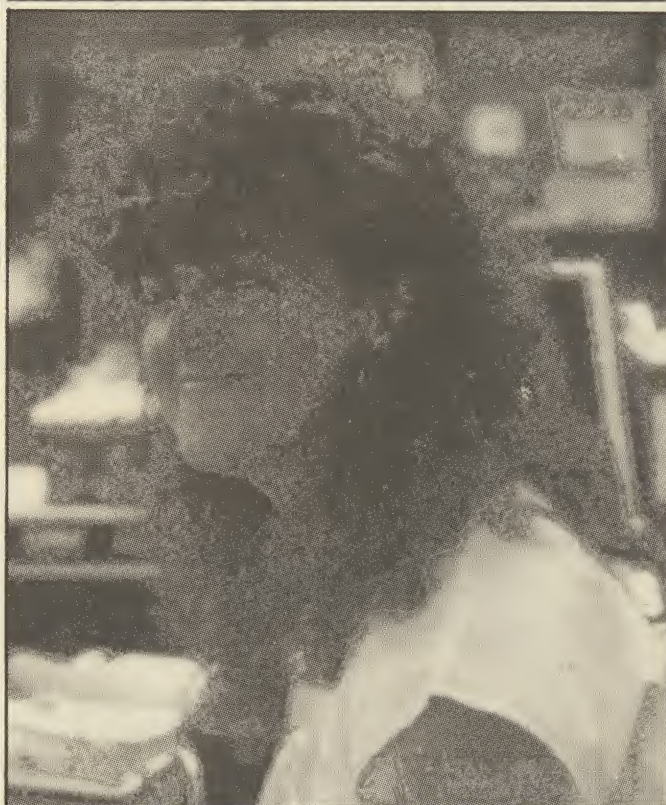
We'll give you updates on the progress of the contest from time to time before we announce the winners later in the New Year.

So if you want to be the proud holder of the C+VG Fanzine of the Year title get cracking on your next issue today. If you've never had a go at producing your own mag — then why not start now?

Your entries will be judged by the editor and designer of C+VG, and representatives of Mirrorsoft and the Daily Mirror newspaper. Don't forget to fix the coupon to your entry!

*Subject to availability

WORLD EXCLUSIVE



VICAR EATS TART

Father Dezmond O'Herlihy — age 56 — of Nether Wallop was admitted to casualty last evening after surviving a horrifying ordeal at the village fête.

The incident occurred after the judging of the "Christmas Edibles" entries. Father O'Herlihy awarded first prize to Edith Crunch and proceed to consume the entire 12inch diameter pie.

"I didn't think anyone would mind," the stunned vicar was

heard to groan as he was wheeled away from the furious crowd.

Mrs Crunch, a widow of 73, said the pie was unique and she was heartbroken by the "butcherous act". Edith is still fuming and has been seen working out in the primary school gym.

Father O'Herlihy has taken to carrying a can of MACE under his vestment, and says he won't go out after dark fearing the consequences.

Here's a brief look at the things you'll be able to do with Mirrorsoft's terrific **Fleet Street Editor** package.

● **GRAPHICS LIBRARY:** A collection of illustrations, symbols, and typefaces which can be incorporated into your own work.

● **STUDIO:** A drawing package on which the art provided in the Graphics Library has been produced. You can also use it to modify existing art, either from the Graphics Library or

from collections you have created yourself, or create your own.

● **COPYDESK:** A simple word processor for entering text on to a page panel and wrapping it around any graphics you may have already created for that panel.

● **PAGE MAKE-UP:** Defining the format you want your page to take and constructing the page from the panels you have created.

● **PREVIEW AND PRINT:** Provides a reduced representation of your completed page on screen and enables you to send the page to your printer.

● **ADMINISTRATION:** The 'housekeeping' department. This is where you set the program up to suit your particular equipment, prepare blank disks for use, and integrate graphics created under another program or system.

C+VG/MIRRORSOFT FLEET STREET EDITOR COMPETITION

Name

Address

..... Age.....

Title of magazine

Category (tick box) SCHOOL ☐ CLUB/USER GROUP ☐
INDEPENDENT ☐



V The T.V.
science fiction
series invades your
home computer.

Earth is visited by
seemingly human
aliens...


These reptiles soon
reveal their ultimate aim
however...to take over
Earth and enslave its
population...

SPECTRUM 48K

£7.95

SPECTRUM 48K

ocean

Ocean Software is available from selected branches of:
 WHSMITH, John Menzies, **WOOLWORTH**,
LASKYS, Rumbelows, Greens,
Spectrum Shops and all good software dealers.
Trade enquiries welcome.

V ...Your
mission as
resistance leader
Michael Donovan is
to seek and destroy
their Mother Ship
using all the skills
and weaponry at
your command.

All-action, multi-level
Arcade game for your
Spectrum & Commodore.

COMMODORE 64

£8.95

AMSTRAD

ocean

Ocean Software Limited,
6 Central Street, Manchester M2 5NS.
Telephone: 061 832 6633 Telex: 669977 Oceans G

© 1983 Warner Bros. Inc. All Rights Reserved

PERILS OF PLASTIC MAX



Question: Who once won first place in a Bonny Micro Chip contest before becoming a huge TV cult? Max Headroom, that's who. Now he's about to take on the computer world with his own game. C+VG's Paul Boughton investigates.



Max Headroom, the man with the vinyl complexion, a smile as dazzling as a searchlight and a cute stutter to humanise his computer-generated plastic perfection, is back.

Yes, the cult hero from twenty minutes into the future will be on Channel 4 within the next few weeks presenting a new series of pop videos linked by his machine-gun chatter, corny jokes, wit and wisdom.

And not only that. The man who is proud to be a CAD — computer-aided design, that is — is the hero of a new computer game from Quicksilver due for release any day now. And if successful it could be the first of a series of games based on Max.

The game is loosely based on the film which launched Max on an unsuspecting nation last April.

The setting of both the game and film is a world where the only growth industry is television and ratings are the only things that matter.

Network 23, run by a man named Grosman, is the top rated station, thanks to the brilliant but evil invention of Blipverts, compressed TV commercials which happen so fast they are

over and lodged in the viewer's mind before they realise what has happened.

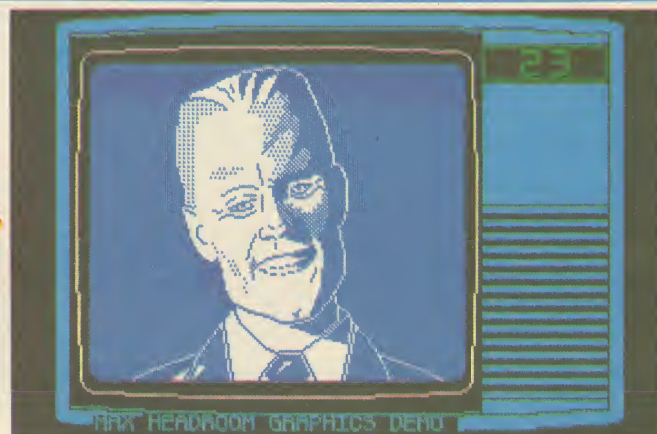
The Blipverts have a nasty side-effect for the viewer — they make the body self-destruct.

Investigative reporter Edison Carter, who works for Network 23, takes on his own bosses in an effort to expose this scandal. But an unfortunate "accident" happens to Carter. Bryce Lynch, who created the Blipverts, takes Carter's brain patterns and with the aid of a computer creates Max Headroom.

A pirate TV station, Bigtime Television, running endless 1980s pop videos, is badly in need of a ratings boost. And when Max Headroom is brought to them by Breughel and Mahler, a couple of heavies, they realise his potential as a TV star.

With Max Headroom fronting the videos, Bigtime's ratings soar much to the anger of Network 23. Everybody's out to get Max. And he's not happy about it . . .

Quicksilver's game — which will be available on the Spectrum Commodore 64 and Amstrad — differs from the film by making Edison Carter and Max different people.



Edison Carter is attempting to rescue Max Headroom from the Network TV building at night.

The Max personality generator is situated on the 210th floor of the building in the computer lab. In order to reach that floor, Edison has to have an access code for the lift. Only the president of the network and the computer genius that created Max have that and neither are going to help.

There are also security guards to contend with and two assassins who are hunting Edison.

The player takes the role of the Maxhunter, a computer program written by Carter's girl

friend, and "injected" into the computers which control Network 23's offices.

Maxhunter must take control of various systems in the building at different times and give Edison directions to get to the directors' offices which lie on the top ten floors and eventually the president's suite at the very top.

To win the game you must get to the top levels, find the various codes, access the computer lab and free Max. Max must then be taken to the ground floor and out of the building before six o'clock in the morning when the staff return.

The team given the task of

bringing Max to the computer is Manchester-based Binary Designs.

Andy Hieke, Binary's managing director, says: "The majority of the game will be played on the top ten executive floors. There are various games at various levels. Because you're not the only computer in the building, you have to fight for control of the lifts and doors."

The game, he says, will be arcade adventure and strategy. Quick reactions are also important in several parts of the game play.

As a bonus for completing the game, you get to see Max and hear him speak.

Says Andy: "We would like

the original scriptwriters to write some jokes, we'll digitise and put it on the cassette — although it's difficult to get something that's produced on a machine that's worth millions on one that's worth a hundred pounds."

And a final word from Max himself. "A lot of people see me as something very special and I'm humble enough to accept other people's opinions — they're right. I was brought onto the networks to give them a little more pezzazz, fizz, razzamatazz, and other words with lots of Zs in them.

It's hard to be perfect but I try."

As Max mania spreads, a whole series of spin-offs from the series is about to appear.

And so you don't miss out on all the fun C+VG and Quicksilver have grabbed a few of the goodies as prizes in our great Max Headroom competition.

The first 25 winners will receive a video of the film which launched Max last year and was re-screened at Christmas.

The next 25 lucky winners will get copies of a new book, Max Headroom's Guide to Life.

And to stand a chance of winning just answer the simple questions below and send the answers together with the coupon printed below to Max



Headroom Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th February and the editor's decision is final.

1) On what floor of Network TV's building is the Max Headroom personality generator kept?

2) What is the Maxhunter?

3) Name the creator of the Blipverts?

Max Headroom's sense of humour is well known if you've watched the TV series. Write what you think would be a great joke for Max to tell

C+VG/QUICKSILVER MAX HEADROOM COMPETITION

Name

Address

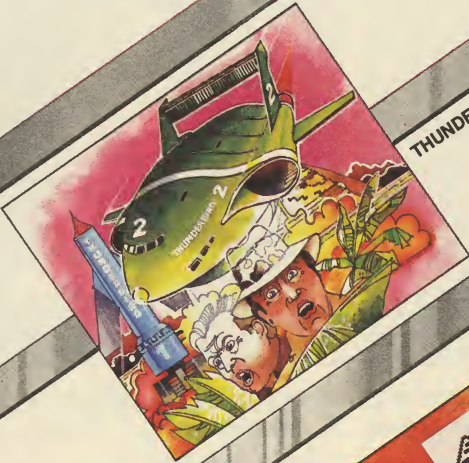
Tick your video type:

VHS ☐ BETA ☐

SET TO STUN... READY TO RUN



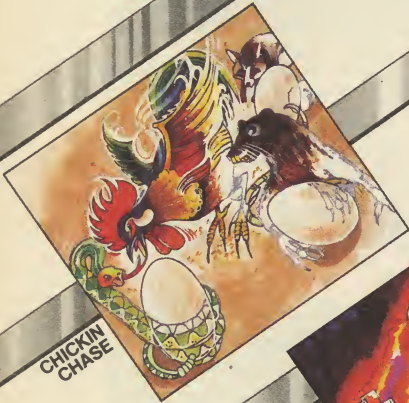
DON'T PANIC



THUNDERBIRDS



**WILLOW
PATTERN**



**CHICKEN
CHASE**



FAT MAN SAM



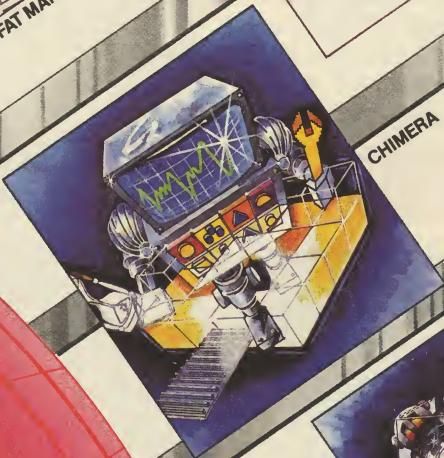
CYLU



MICROCOSM



BOOTY



CHIMERA



**STAR
DRIFTER**

AMSTRAD
 301 CYLU
 302 DON'T PANIC
 303 BOOTY
 306 CHIMERA
 310 WILLOW PATTERN
 313 THUNDERBIRDS
 SPECTRUM
 304 CHIMERA
 308 WILLOW PATTERN
 311 THUNDERBIRDS
 315 CHICKIN CHASE
 COMMODORE
 305 CHIMERA
 309 WILLOW PATTERN
 312 THUNDERBIRDS
 316 CHICKIN CHASE
 318 MICROCOSM
 BBC
 317 MICROCOSM
 319 STAR DRIFTER
 321 FAT MAN SAM
 ATARI
 307 CHIMERA
 314 THUNDERBIRDS
 ELECTRON
 320 STAR DRIFTER

SUPER SILVER RANGE

MAIL ORDER

Please state name of game, code number and quantity required. Enclose crossed cheque/PO made payable to FIREBIRD SOFTWARE. All offers are subject to availability. Orders are despatched promptly. All prices inclusive of VAT and postage.

**MAIL ORDER: *FREEPOST FIREBIRD, WELLINGTON HOUSE,
UPPER ST. MARTIN'S LANE, LONDON WC2H 9BR.**

*No stamps required

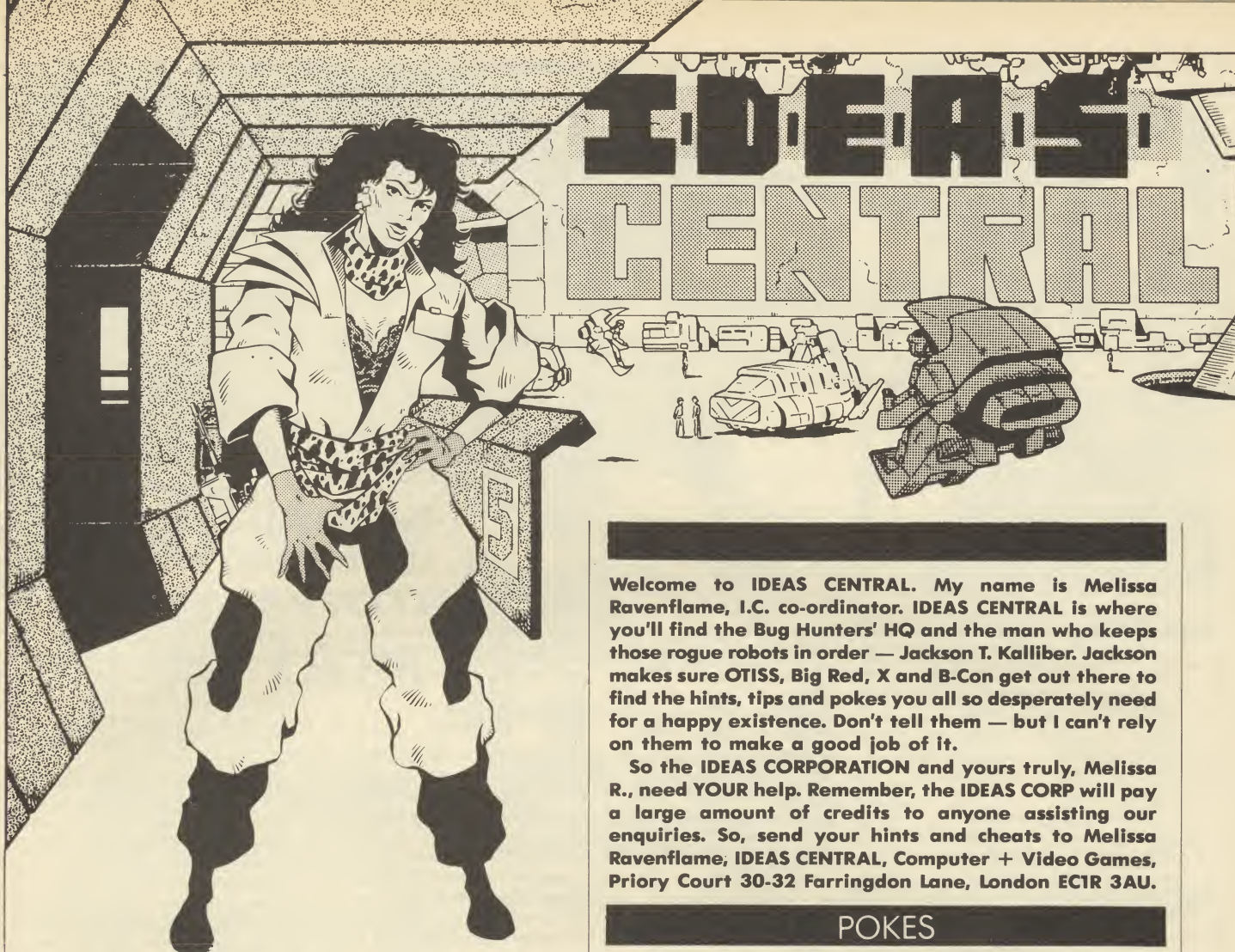
FIREBIRD SOFTWARE, WELLINGTON HOUSE,
UPPER ST. MARTIN'S LANE, LONDON WC2H 9DL. TEL: 01-379 6755/5626

Firebird and the Firebird logo are trademarks of British Telecommunications plc.



六六六六六

£3.95
EACH



Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.

POKES

TIR NA NOG

To make Cuchulainn invisible go to Lon Liath and get the objects behind the locked doors and goblet. Then go to the stone tablet and drop the objects.

The stone tablet will read W,N,E,N,E,7. Follow these direction and drop the spade.

You will receive half a torc the other half being in the ice cave. When you put them together you will become invisible. Thanks to Andrew Watts of Northampton.

SKYFOX

A regular to these pages is Kenneth Henry and this time it is with hints on **Skyfox**. Always pay attention to your scanner. One good tip is too thrust into a clear sector using the afterburners and call up the computer's tactical map.

When on the ground and the tanks are just blue/black specks on the horizon, destroy them with your cannons before the cause any serious shield damage.

When on tanks, don't bother using missiles, save them for the planes.

Be ready to expect tanks or planes when using autopilot as you usually fly straight past

them when autopilot disengages. Tanks mostly appear in groups of five and planes mostly in groups of four or so.

Make full use of the computer. Use the tactical maps above and zoom in on sectors to see what actually is there.

If you are going to try any of the invasions, one general tip is to stock up on missiles before taking the planes and mothership.

Stock up on fuel, shields and missiles before flying through the cloud layer to fight planes or motherships.

BARRY MCGUIGAN

One more for the sport fanatics — **Barry McGuigan's Boxing** from Bradford Barter of Croydon, who tells us how to reach Rank 13.

Cannonball Corby: Punch him in the face and stomach. Try and get him into his corner and you should be able to knock him out in the 1st round.

Pedro Rameiz: Pedro is very easy to beat. Just keep hitting him till he falls.

John 'Kid' Cutter: Have two furious rounds with John and then let your guard down and

let him punch you. This zaps his endurance and not yours.

Boom Boom Barnet: Try and knock his endurance down to about 20 and then move the joystick left. This should keep his guard down. You should be ready to hit him.

Flashy Fenwick: Very easy. Same as Pedro!

That's as far as Bradford has got. Anyone know how to beat the next two.

Help

Who can help Richard Mills of Kent who bought *Monty on the Run* nearly two months ago and has been stuck in 'the sewers' for the last month?

Nick Rush has rushed (sorry about that, Nick, but Otiss couldn't resist the pun — Melissa) these latest hints over to the office for the Spectrum game *Gyroscope*.

The first two levels are fairly easy, but when you reach screen 1, level 3, things might start getting a little difficult. You will encounter a narrow ledge with two magnets on it. You must travel quickly through these magnets, but be sure to slow down after that, otherwise you will travel too fast down the slope and will skid across the glass and over the edge.

If you get this far on your

first gyroscope, you can normally zoom straight onto the square. If not, wait for the second alien to go into the furthest right corner and then move quickly. You will now be on the fourth level. Not too many difficulties here. The first screen of level five is the same as the cover of the box. Travel slowly and think before you move!

ONE FOR THE TEXAS!!

Yes Texas lovers, your computer has finally made it onto these pages. Pick yourselves up off the floor and read on to find out some tips on *Parsec*, sent in by Roger Marsden of Leicestershire.

After you have inserted the cartridge and got the title screen, press any key to begin play. At the bottom of the screen the 'Press fire to Begin' message comes up. Do not press! Instead, go to the top of the screen as far as possible by pressing the E key, then get your ship moving as slowly as possible backwards, let go of the S key and you should still keep on going. Normally your ship would come to a halt but if you hold down the E key



©1985 JERRY PARIS

continued from page 45
after releasing the S key your ship should ignore the barrier and will keep on going.

When you release the E key, your ship will stop and, by quickly pressing S and/or D, you can put yourself in such a position that half your ship is on the left hand side and the fuel coming out the back is on the right. Press fire to begin. The advantages of doing this are apparent when you are on the asteroid belt or when fighting swoopers or LTFs, you can use the fuel coming out of the back as a marker to line up your shots.

When fighting the killer satellites keep moving and firing all the time because the missiles they fire do not disintegrate before reaching you. On the asteroid belt always stay in lift three unless you want to 'play safe' on the first two screens by staying near the top and using lift two. On the first screen when you are fighting the dramites, go up in lift two firing all the time, this should destroy them all.

DRAGONTORC OF AVALON

Over the last couple of weeks we have been hearing pleas for help with this game so we shall quickly go over a few points to see if they will make the playing any easier.

You start off in Wispwood will spells Bane, Servant and Move. To select a spell use up or down to wind the scroll. When the arrow indicates the spell you need press Fire once to select it and twice to activate it.

Use the Servant Spell to collect the Seal of Merlyn which you will need later on. Explore the wood to collect the Missile spell, the sickle the herb and other items. Find the stone slab lying in the forest and use the Seal to get under it and into the Lost Vaults of Locris. Attack the Skeletons in the vaults with Missile — collecting further spell as you go. After completing Wispwood and the Vaults, Merlyn will tell

you where to go next.

It seems most people had no problems with Wispwood but the Vaults were another matter, so, let's go into them in more detail. Once inside, go to the teapot room and search the teapot with the Servant spell to obtain the rune. Go on to the fireball room where you have to touch the stool with the Servant spell to change it into a chest. Go out by the right back door, dodge the skeleton and go through the rear door, grab the spell, dodge the skeleton and leave by the rear door. As the skeletons follow you through the door use the Missile. Take the chalice. Go left and then through the front right to the pool room. Kill the skeleton and dip the chalice in the pool. Go back to the fireball room and go out of the right back door and then right again to arrive in the pedestal fountain room. Empty the chalice into the fountain to obtain the Heal spell and sit on the fountain to boost your energy. Proceed to the room with the chests. Open the first with the Servant spell and take the key which you then use to open the third chest. Take that key and open the second chest, to reveal another key and the Leyrod spell, take both of these. A word of warning here — make sure that you avoid all spiders.

Take this key to the fireball room and use it to open the chest. Take the rune — the fireball changes to a half moon, so take this as well. Proceed to the room with E rune fixed to floor. Leave all the items you have collected, here.

Search both dead skeletons. One holds the last rune and the other the Missile spell and Evil Eyes. Use the Bane spell to kill the Evil Eyes. Go back to the room adjacent to the entry room and touch the flying spell with Servant, otherwise it will kill you. Return to E room and lay the three runes on E in the order XIT. A leycube will appear. Collect all other items

and step on to the cube to transport to the stone circle in Wispwood. Strike the stones with the Leyrod to reveal the Leycubes. Pick up Merlyn's Seal and step on to the yellow cube.

QUICKIES

Here we start a new section in which readers write in with Quick Hints and Tips to make your favourite games easier to play.

First up is Adam Brake of Dorset with some hints on **Super Pipeline II**. Keep one workman with you and leave the other running around, this man will 'take out' the odd creature. On every screen, there is a place to stay and just shot and so be out of danger. Sometimes it is better to sacrifice a workman than to shoot the creature, but, only if you have two workman together.

When one of the workmen is mending the pipe, stay by him as the enemies try to kill him before he is finished. If you start to run out of water and your score starts to rapidly decrease, sacrifice your life as you can lose all your points in a short time.

From E. Nieland of Holland here are some passwords for **Hacker**, and **System 1500** on the CBM 64.

First of all, **Hacker**. The log on code is Australia. Passwords for Security checks are: Level 1 Magma Ltd. Project.

Level 2: AXD-0314479
Level 3: Hydraulic
Level 4: Australia

On **System 1500** you will find the following telephone numbers useful.

6723427, 4935429,
7464460, 2297629,
3634017, 9307269,
3481408, 7239293,
9527001, 3634017.
8004310 with Password Arcles
01012129765858 with Password
Pip537

Bryan Morrison of Kirkcaldy has been playing all his C64 games to come up with the following cheat modes. **Thing on A Spring**: When the title screen is one hold down T,H,I,N,G, back arrow and Inst/Del If the borde goes grey, you have unlimited oil.

Frak: When you get a high score, instead of typing in your name put the shift lock on and type American Express — with a space between the words. The border should now have gone white. Take off the shift lock, press Return and start the game. You should now be able to walk any place on the screen. But NEVER go up any ropes. If you do you will not be able to move left or right.

Miner 2049er: To advance a level, just keep your finger on the fire button for about 10-15 seconds.

Quo Vadis: The following set of pokes will ONLY work if you have a Reset switch. When the game has loaded press the reset switch and enter these pokes. Poke 24709,234 Poke 24710,234. Then type SYS 3488 to start the game.

Your knight will not die when his energy reaches zero but lava pits will kill him.

Spy Hunter: When the weapons van drops you off at the side of the road slowly edge your way to the right of the screen until you can driving along the black strips at the side. You are virtually indestructible and can make some rather large scores.



cascade CASSETTE

50

**50 COMPUTER
GAMES ON
ONE CASSETTE**

**YOURS
FOR £9.95**

including FREE Watch and Postage

AMSTRAD CPC 464

Avoid the rockets and anti-aircraft guns and DYNAMITE the dam, only the most skillful pilots succeed. NEMESIS a sophisticated version of Othello with many colourful options and levels of play. Amstrad Cassette 50 includes arcade type games, war games, adventure games, logical, tactical, and educational games, a flight simulator, and a business strategy game.

- | | | | |
|-------------------------|---------------------------|--------------------|-----------------------|
| 1. Maze Eater | 13. The King's Orb | 25. Trucking | 38. Hopping Harbert |
| 2. Cyclone | 14. Play Your Cards Right | 26. Rally 2000 | 39. Dynamite |
| 3. Handicap Golf | 15. Crazy Crawley | 27. Sitting Target | 40. Timebomb |
| 4. Rush Hour Attack | 16. Hangman | 28. Nemesis | 41. Day at the Races |
| 5. Royal Racoon | 17. Hangman | 29. Space Ship | 42. Lunar Landing |
| 6. Star Trek | 18. Hangman | 30. Jet Flight | 43. Space Mission |
| 7. Whirly | 19. Hangman | 31. Grange Maze | 44. Rats |
| 8. Attacker | 20. Motorway | 32. Intruder | 45. Motorway |
| 9. Fighter Command | 21. Hangman | 33. Inferno | 46. Dungeon Adventure |
| 10. Draughts | 22. Hangman | 34. Ghosts | 47. Space Pod Racoon |
| 11. Evasive Action | 23. Hangman | 35. Fantasy Land | 48. High Rise |
| 12. Naughts and Crosses | 24. Hangman | 36. Space Base | 49. Craps |
| | | 37. Planets | 50. Exchange |

ZX 81

Even a small computer gets more from Cassette-50! You can run 39 games on just the basic 1K ZX81, while 11 more will play with the addition of a 16K expansion pack. Where else could you watch your radar instruments and judge your final approach in games like RADAR LANDING - a realistic flight simulator, or enjoy the thrills of PSION ATTACK. Logical, tactical, maze, arcade - all kinds of games on just one tape!

BBC A/B

An advanced computer like the BBC demands a sophisticated games cassette. That's why Cassette-50 gives you full use of screen modes with high resolution colour graphics, user-defined graphics, excellent sound and music, joystick compatibility and many high-speed games. HIGH RISE gives you the chance to beat a realistic roulette wheel, with all the extras, and you'll need the fastest reactions of all to beat EVASIVE ACTION as you trail across the screen in a frantic search for oxygen. With multi-levels and superb graphics this game is totally addictive.

ATARI

Munch, Munch... it's the MAZE EATER! Can you eat the ghosts before they eat you? Or would you rather chance it on the MOTORWAY? Your Cassette-50 is compatible with the 400/800 and 800XL/800XL series ATARI computers. Advanced features include high-resolution graphics, sound, music and mixed mode screens. Many games are joystick compatible.



FREE calculator watch
with every
Cassette 50
EXPRESS DELIVERY-ORDER NOW!
ONLY £9.95

Name _____
Address _____
Post Code _____
Country _____ CVG 1/85

PLUS

**SPECIAL
FREE WATCH
OFFER...**



THE NATIONAL NEWSPAPER
MOPS
MAIL ORDER PROTECTION SCHEME

FREE
20 KEY,
MULTIFUNCTION
CALCULATOR WATCH

with every order
for a Cassette 50

- Normal 12 and 24 hour time mode
 - Calendar mode
 - Calculator mode
 - Alarm mode
- WORTH OVER £10**



SPECTRUM 16k/48k or +

'Incredibly frustrating!' - that's the verdict on Cassette-50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find - it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user-defined graphics, scrolling and full use of the Spectrum sound capabilities.

- | | | | |
|-------------------|----------------|------------------|---------------------|
| 1. Muncher | 13. Microtrap | 26. Laser | 39. Nim |
| 2. Ski Jump | 14. Motorway | 27. Alien | 40. Voyager |
| 3. Basketball | 15. Labyrinth | 28. Cargo | 41. Sketch Pad |
| 4. Frogger | 16. Skittles | 29. The Race | 42. Blitz |
| 5. Breakout | 17. Race Track | 30. The Skull | 43. Fishing Mission |
| 6. Crusher | 18. Ski Run | 31. Orbit | 44. Mystical |
| 7. Startrek | 19. Tanks | 32. Munch | 45. Diamonds |
| 8. Martian | 20. Solar Ship | 33. Bowls | 46. Galaxy Defence |
| 9. Knockout | 21. Ten Pins | 34. Raiders | 47. Cyphar |
| 10. Boggles | 22. Cars | 35. Field | 48. Jetmobile |
| 11. Alien Attack | 23. Stomper | 36. Draggold | 49. Attacker |
| 12. Lunar Landing | 24. Pinball | 37. Space Search | 50. Space Mission |
| | 25. Cavern | 38. Inferno | |

COMMODORE 64

Only you can save Europa from destruction! It's ROCKET LAUNCH, the thrilling war game that reproduces a European map. More ambitious? Try rescuing your crew under an ultrafast GALACTIC ATTACK and escaping back to your spaceship! Just two of the great games on your Cassette-50, featuring high resolution and user-defined graphics, sprites, sound and music.

- | | | | |
|-----------------------|-----------------------|----------------------|------------------|
| 1. Maze Eater | 13. Boggles | 26. Overtake | 38. Black Hole |
| 2. Galactic Attack | 14. Pontoon | 27. Sitting Target | 39. Dynamic |
| 3. Space Mission | 15. Ski Jump | 28. Smash the Window | 40. Do Your Sums |
| 4. Lunar Landing | 16. Hangman | 29. Space Ship | 41. Darby Dash |
| 5. Plasma Bolt | 17. Old Bones | 30. Jet Flight | 42. Space Search |
| 6. Startrek | 18. Thin Ice | 31. Phaser | 43. Universe |
| 7. Radar Landing | 19. Orbiter | 32. Intruder | 44. Rats |
| 8. Attacker | 20. Motorway | 33. Inferno | 45. Tanker |
| 9. Galactic Dog Fight | 21. Force Field | 34. Ghosts | 46. Parachute |
| 10. Psion Attack | 22. Nim | 35. Submarines | 47. Jet Mobile |
| 11. Evasive Action | 23. Tunnel Escape | 36. Rocket Launch | 48. High Rise |
| 12. Naughts & Crosses | 24. Barrel Jump | 37. Planets | 49. The Force |
| | 25. Cannonball Battle | | 50. Exchange |

ELECTRON

Can your FORCE FIELD protect the city from Alien Attack - or maybe you have the skill to DYNAMITE the dam and flood enemy headquarters! Fifty different games with high speed, high resolution colour graphics, user-defined graphics and excellent sound and music. Not to mention full use of screen modes. Fifty fast-paced, fascinating games.

ORIC ATMOS

Have a go at GALACTIC ATTACK - you'll need fast reactions to beat the invaders in this all-time favourite - or if you prefer you can travel through space at warp factor 9 in SPACE MISSION, a realistic 3-D version of space warfare as seen from the cockpit of a spacecraft. Everyone has a favourite game on Cassette-50. With fifty classic and original games featuring user-defined graphics, sound effects and increasing levels of play.

VIC-20

Will it be BALLOON DODGERS, or the prizewinning DUSTMAN DAN? Play these and 40 other fabulous games - including many automatic double loaders - on your unexpended 3.5K VIC-20. And with an 8K* or 16K** expansion cartridge you can choose from 8 additional games like STARTREK or SKULL CASTLE. Special effects user-defined graphics, super sound and music.

ORIC 1

Cassette 50 includes PLASMA BOLTS, a superb high speed version of the classic arcade Centipede game. Watch out it's really tough!

DRAGON 32

If you like the light cycles of TRON, you'll love JETMOBILE - a thrilling 2-player game featuring high speed graphics.

APPLE

Cassette 50 gives you 50 great games to choose from including a classic STARTREK and BLAZING INFERNO.

Postage FREE in U.K. Add £1.00 for overseas orders. Free watch and tape will be despatched within 14 days.

I enclose a cheque/_____ made payable to
postal order for £_____ Cascade Games Ltd.

or through any Post Office by TRANSASH (Giro No. 655 6655)
For even faster ordering when charging to Access, Barclaycard and
Trustcard Visa use our 24 hour service, (0423) 504663.

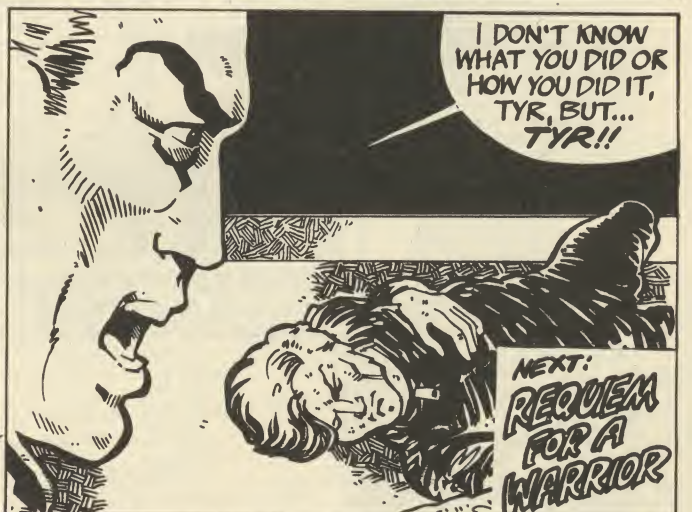
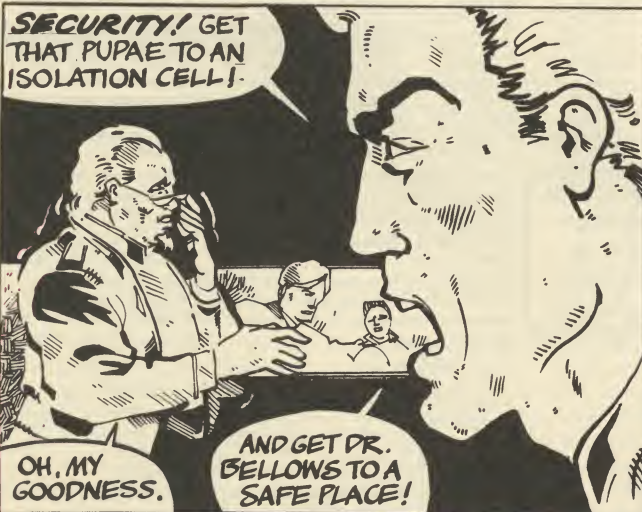
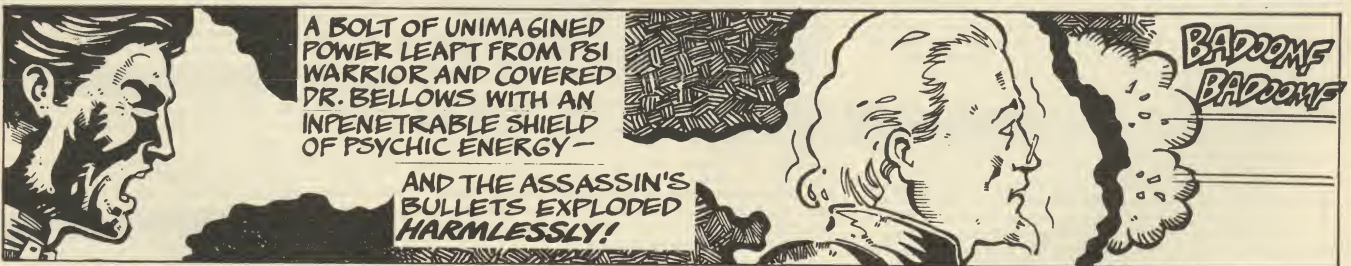
☐ VISA No. _____

COMMODORE 64 ☐ ATARI ☐ ORIC 1 ☐ BBC A/B ☐
SPECTRUM ☐ VIC 20 ☐ ZX 81 ☐ APPLE ☐
AMSTRAD ☐ ATMOS ☐ DRAGON ☐ ELECTRON ☐

Cascade Games Ltd., 1-3 Haywra Crescent,
Harrogate, North Yorkshire, HG1 5BG, England.
Telephone: (0423) 504663. Registered Number 1755554

PSI WARRIOR

AT A MEETING OF THE PSI SECURITY COUNCIL, DR. BELLWS, WHILE UNVEILING HIS PLANS FOR THE DESTRUCTION OF THE PSI CREATURES, BECOMES THE TARGET FOR A PUPAE ASSASSIN'S BULLET!



OH, MY GOODNESS.

AND GET DR. BELLWS TO A SAFE PLACE!

NEXT:
REQUIEM
FOR A
WARRIOR

THE No.1 HIT

SKYFOX

NOW AVAILABLE FOR SPECTRUM 48K AND AMSTRAD CPC 464



THE ACTION-PACKED COMBAT SIMULATION



Amstrad Screen

ENEMY PLANES ATTACK ▶
SUDDENLY WITH DEADLY
FORCE

◀ OUT OF YOUR COCKPIT WINDOW
AS YOU SWOOP DOWN TO TAKE
OUT SOME TANKS

Spectrum Screen



'SKYFOX' is the most realistic awe-inspiring combat simulation you've ever seen on your computer. 'SKYFOX' special features include –

- ▶ AIR TO AIR & AIR TO GROUND COMBAT
- ▶ 3D SCROLLING FLIGHT SIMULATION
- ▶ 15 SCENARIOS (from training mission to massive invasion)
- ▶ 5 SKILL LEVELS (from cadet to ace of the base)
- ▶ AUTOPILOT FEATURE FOR LAUNCH & ENEMY SEARCHES
- ▶ ON BOARD & BASE TACTICAL-COMBAT COMPUTERS
- ▶ CONTINUOUS LASER CANNONS
- ▶ HEAT-SEEKING & GUIDED MISSILES
- ▶ JOYSTICK & KEYBOARD CONTROLS

• GET SKYFOX NOW •

Available from all good software retailers – if its not there, please order it – or in case of difficulty send your crossed cheque/P.O. made out to **Ariolasoft U.K. Ltd.**, including your own name and address, to Ariolasoft U.K. Ltd., Suite 105/106, Asphalte House, Palace Street, London SW1E 5HS.

▶ **SKYFOX** – Spectrum Cassette **£8.95** ▶ **SKYFOX** – Amstrad Cassette **£9.95**

UK orders only. Prices include P&P. Please allow 28 days for delivery.



★ ARCADE



● BUGGY BOY

If you're a cautious driver, steer clear of *Buggy Boy*. But if you've got nerves of steel, climb in, fasten your seat belt and prepare for the ride of your life.

With the gear set at low, foot on the accelerator and sweaty hands gripping the steering wheel, I waited for the sign to GO. Accelerator hard down, into top gear and I careered round the track. Careful driving doesn't enter into this race against time — it's a suicide run; at best you'll end up in the drink, at worst you can only crash. Console yourself with the fact that the buggy is very resilient and will take a lot of knocks, unlike the fragile, highly bred Formula One creatures in *Pole Position*.

The aim to drive your buggy round an obstacle strewn course, beating the set time limit before moving into the next stage. The theme is the same as most other racing games, but *Buggy Boy* is slightly different. It's amusing for starters — split second decisions and a steady hand still count for a lot, but how can you take it seriously when you have to leap boulders and gates and run over coloured marker flags?

The track resembles a death trap. At some points there are so many hazards it is difficult to find a clear way through,

but that's where the fun lies. To get past many obstacles you have to be able to dodge quickly and jump when necessary, changing course in mid-flight.

The marker flags are very important and are colour coded. To earn extra points, run over them in the correct order, dictated by a grid at the top of the screen. There are numerous flags of each colour so it is not a difficult task. You must also steer through gates and will pick up extra points if you successfully negotiate those with numbers on them.

To jump some obstacles use small scattered rocks to launch your car into the air by just hitting them. If you perfect your technique, you should be able to tilt the buggy and steer a narrow path on two wheels. Watch out for tunnels and bridges, especially on the second lap. You may find a rival buggy making for those at the same time, as they are only wide enough for one.

The manufacturer, Tatsumi, obviously believes in the maxim 'the bigger, the better' as *Buggy Boy* is a Goliath amongst arcade machines — larger than *TX-1* with three screens giving a massive panoramic view of your thrilling ride. Three screens are not really necessary, but the sit-down cabinet certainly beats an upright and makes you feel you're getting your money's worth.

● METAL CLASH

A double-jointed, kicking, punching robot is the theme of Data East's *Metal Clash*.

Imagine the scene. A space station in the background, floating over it is this weird, mad, hilarious battle between a load of Metal Mickeys.

In fact your robot — the green one — must bear a pretty healthy grudge against the silver robots. Perhaps it's his rather sickly hue. Anyway, whether he's fighting to protect his planet or merely enjoys kicking the hell out of the others, he's having a whale of a time.

Clunk! Metal connects with metal and the screen is filled with fragments and sections of robot as it disintegrates. The joystick control is very easy, you can punch or kick it in a variety of directions depending on which way you're travelling but you must make contact with your opponent — whether it's a small floating droid or another robot as large as yourself.

Some of the larger species of these inhuman creatures will need several blows before they explode — that can be difficult as they'd dodge around the screen. You not only have to direct your punches but you must chase your victims over



the space station. That means keeping your chappie above ground as long as possible.

The better you do, the faster they appear until the screen looks a bit like a metal scrap merchant's yard. Watch your back, you might be fighting one battle, but passers by are not averse to aiming the odd kick in your direction, and if you receive too many of those will literally fall to pieces. Talk about a nervous breakdown.

The two player game is more fun — a lime green robot against a rosebud pink one.

It's quite a challenge. The first person to kick his



DE ACTION



opponent to bits is the winner, but it is no easy task and somehow more difficult when playing against a human rather than the computer. Perhaps that's because your opponent is less predictable.

Metal Clash is a welcome change from the present craze of martial art simulations. Granted it's still hard to foot combat, but you can't really take it seriously when you see yourself dissolving into hundreds of little pieces. It's amusing and provides a light-hearted break from the rigours of more serious space battles.



● TANK

It's a welcome change to descend from space and, with your tank tracks planted firmly on terra firma, blast anything that moves in one of the old style arcade games. Although SNK's *Tank* is very much in the conventional mode it is nevertheless an action packed game.

Starting point is from the deck of an amphibious landing craft which leads straight onto land and into enemy territory. The war is on. Your mission is to destroy the enemy HQ which is, predictably, at the end of a long, hard trek through lakes, woods and around numerous obstacles. The route is tortuous — winding round buildings, over bridges, through town and jungles and at almost every junction there lurks a posse of enemy tanks.

With guns blazing you disembark to be met by a squad of foot soldiers.

There is not much time to make strategic plans as the enemy tanks are semi-intelligent, and converge upon you if you hang around for too long. However, if you hide behind the building, you can pop out, fling a few bombs in their direction, while remaining safely out of harm's way.

If you suffer too many hits and don't repair the damage, your sturdy tank starts to glow red a few seconds before it explodes.

The joystick is an eight directional knob which controls both the direction you are travelling and the direction of the gun turret which swings in a 360 degree circle. I particularly like *Tank* because of its very simplicity. It's a challenge, but most importantly, it's one of those few games which is instantly playable.



● CHOPLIFTER

You'd better get that trigger finger into training if you are to join an elite band of pilots on a suicidal rescue bid.

Your brief — to fly into enemy territory and pick up 32 hostages. And if that sounds simple, wait for the snag. Your chopper can carry only eight passengers. On top of that, there is the constant worry of running out of fuel — if that should happen, you're likely to topple out of the sky.

Starting point is at the helipad. As soon as the blades are whirring you can take off. It's a good idea to make sure of the controls first — I forgot myself in the excitement of seeing the chopper rise straight into the air and immediately crashed.

The controls are very simple and the chopper responds instantly to your instructions. Fly off to the left and you will immediately enter the war zone. Enemy cannons do their utmost to bring you down as you search for the first batch of hostages. In the earlier stages it is easy to bomb the ground and put those out of action before their shots reach your flying space. Later on when there are more of them, packed closer together, it becomes a bit of a headache.

Enemy aircraft also do their bit and the same rule applies in the early stages. It is easy to dodge them or bring them

down in flames if you are an accurate machine gun operator and fast on the joystick.

The first prison block looks like a Red Cross outpost — very disconcerting. Knock a hole in the side for the hostages to escape and they will literally stream out waving their arms in simulated panic. Watch the enemy at this point, if the hostages are strafed by gun first you can hear them screaming — in agony? I wasn't impressed by that touch — it's a bit realistic for fun.

The next step is to land close by, at which point they will automatically run to the chopper and climb in. Now the journey back to the helipad which is every bit as hazardous as the outward trip.

As I mentioned earlier, the controls are realistic and so is the animation, especially when the chopper turns 180 degrees to fly in the opposite direction. As it turns, you are given a head-on view and it is then that you can use your bombs. Those are most useful if it is possible to hover for greater accuracy. Of course, if you hang around too long, you are likely to be blown up — a risky manoeuvre.

Further screens include rescuing people from caves and burning warships.

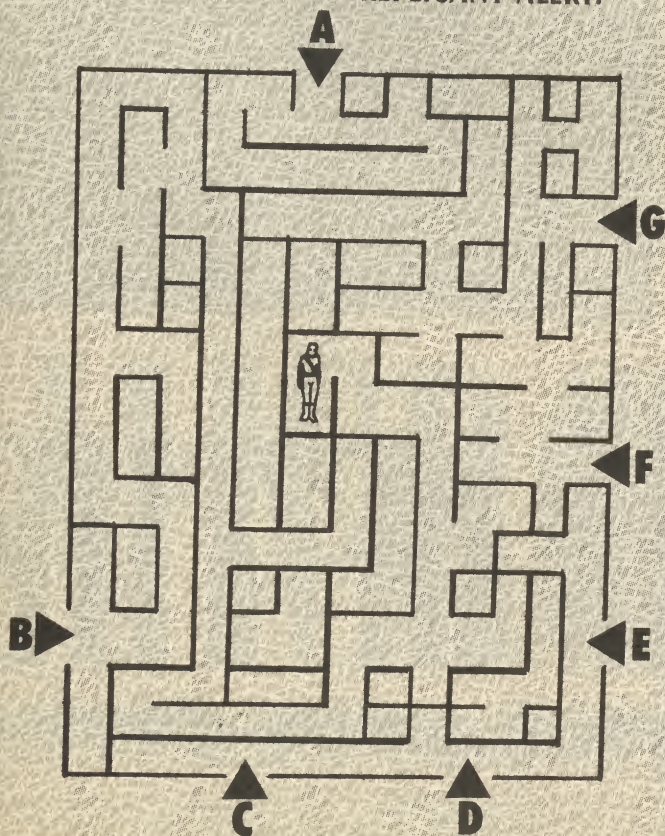
Sega's *Choplifter* is packed with action and is accompanied by a pacy, rousing jingle. Definitely a must, but not for the faint-hearted.

Imagine Software is available from selected branches of: WHSMITH, John Menzies, **WOOLWORTH**, LASKYS, Rumbelows, **Greens**, . Spectrum Shops and all good dealers.

BLADE RUNNER



REPLICANT ALERT! REPLICANT ALERT!



If you can track down and destroy the mutant marauder then you're in with a chance to win great prizes in the C+VG *Bladerunner/Tau Ceti* competition.

CRL are giving away a 14inch Phillips colour TVmonitor as top prize and copies of the game to the 20 runners up of *Bladerunner* and 20 copies of *Tau Ceti*.

All you have to do is find the way through our maze to find the replicant and terminate him — just as you have to in CRL's game, which is based on the Harison Ford film.

The runners up will have a choice of the *Bladerunner* game which is out on the CBM 64 or *Tau Ceti* on the Spectrum, a complex game combining elements of *Elite*, *Impossible Mission* and *3D Tank Duel*. Right, getting tracking.

C+VG BLADERUNNER COMPETITION

NAME _____

ADDRESS _____

ROUTE _____

Please tick which game you would like.

Bladerunner CBM 64 ☐ *Tau Ceti* Spectrum ☐

Send your entry to *Bladerunner/Tau Ceti Competition*, *Computer + Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The closing date is 16th February and the editor's decision is final.



For many people computers are magical objects. They are capable of fantastic feats, spellbinding illusions, dazzling tricks and powerful pieces of prestidigitation.

Now conjuror David Hambley has combined his talents as a magician with his self-taught computer programming skills to become what is believed to be the only magician in the world to use a home computer in a commercial magic act.

And the computer which co-stars in David's act is none other than the humble Spectrum.

So successful has the computer act been that David – nicknamed The Micro Wizard by the Magic Circle – has produced a collection of Spectrum tricks which he hopes will soon become commercially available.

Called *The Magic Box*, it is the result of 500 programming hours and will allow Spectrum owners to perform a one hour magic show.

He has also written a 40,000 word booklet to accompany the package.

David, 31, recently visited *C+VG's* discreet and very exclusive cabaret club situated at the back of the computer room where the glitz and the glam of the software world are frequently entertained, to give a private show of his micro magic.

And very impressive it is. The tricks cover Telepathy, ESP, card tricks and that old favourite where you "think of a number" and the computer knows it. Very baffling.

David became interested in magic when he was a young lad and before long he was performing card tricks at school. At 16 he entered the Magic Circle's Young Magician of the Year competition and shortly afterwards turned semi-professional.

In August 1984 he turned fully professional. "I had to," he said, "I couldn't keep two jobs going. If I hadn't done it I might never have done and would have regretted it."

Besides his cabaret work, David has appeared on television programmes such as

Pebble Mill at One, Video and Chips and the Book Programme.

In 1982 David bought a Sinclair ZX81 to help run his business accounts and bookings.

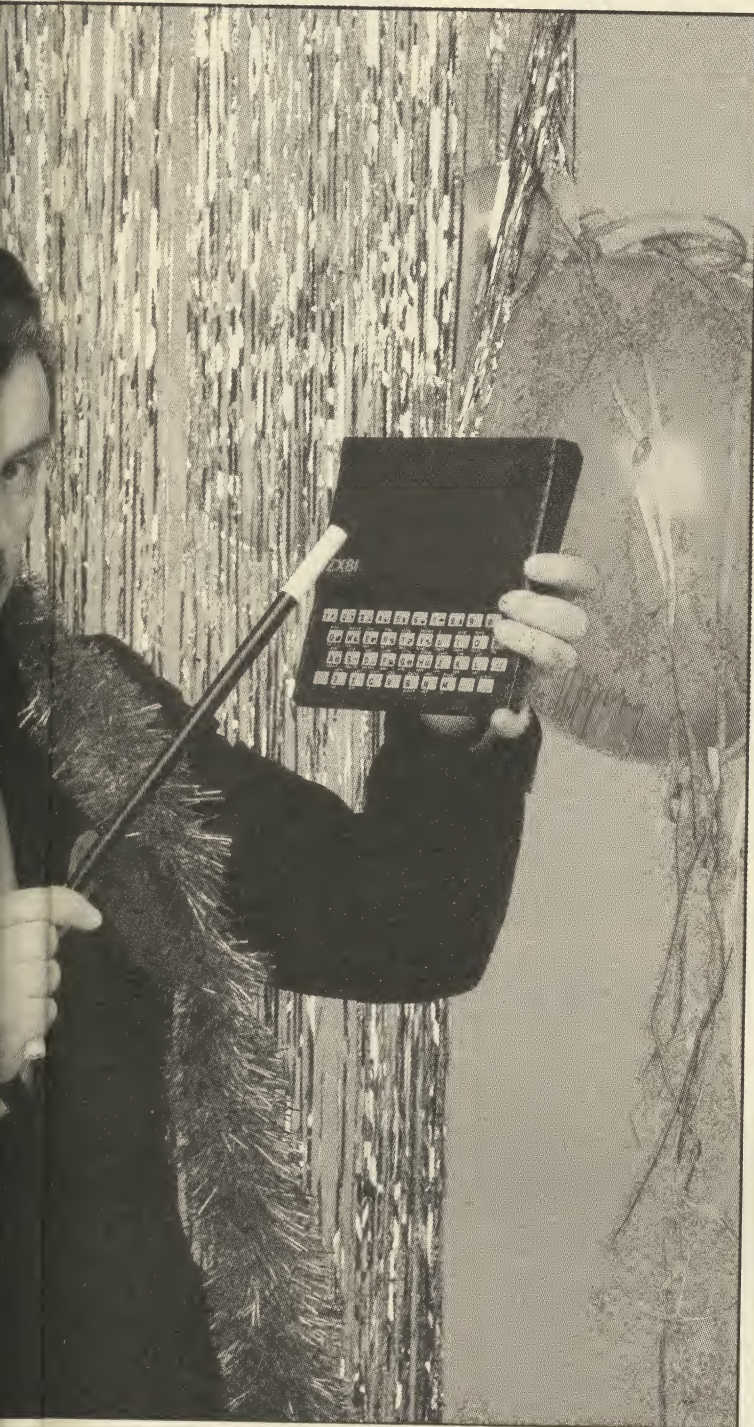
As his self-taught programming skills developed, David hit on the idea of using the computer to perform simple tricks.

The result was that later in 1982 he published what is thought to be the world's first book on magic and the micro-computer called *Computer Magic with the ZX 81*. "It sold



WIZARD OF THE





MICRO



fairly well," said David, "but at that time it was a very limited market."

In late 1983 David won a Spectrum 48K. "I was able to upgrade the tricks, incorporate colour and high-resolution graphics."

It was about this time that David took a gamble and started using the computer on stage. "I wanted something different, something novel. I knew there was an interest in computer magic so I decided to incorporate it into the act."

Because David did all the programming himself, he was nicknamed "The Micro Wizard" by fellow members of the Magic Circle.

David is careful not to let the computer take over the act and

hold centre stage.

"I don't try and make the computer the main focal point. I'm still the magician. I use it as another prop. I still have the magical knowledge. Anybody can do the trick, but can they make it entertaining."

"I want to see the use of computers grow within the magic fraternity," said David. "It's slowly getting there."

But right now magic seems to be growing in the computer fraternity. David's magical display has so far inspired an unknown member of C+VG's staff to try some micro magic. And if we ever find out who tried to saw a Spectrum in half and couldn't get it back together, they're fired!

TWENTY-ONE CARD TRICK

Amaze your friends with some marvellous micro magic.

Magician David Hambley has written this version of the twenty-one card trick for the Spectrum.

Once the trick is programmed in, everything is dead easy. All you have to do is perfect your stage patter.

Three rows of cards will be displayed on the screen, all face up with seven cards in each row.

Your "victim" then has to

choose one of the cards and memorise it without telling the magician. He then is asked to press key one, two or three to indicate which row the chosen card is in.

The computer then shuffles and re-deals the cards and the spectator is then asked to say which row his chosen card is now in. This repeated just once more whereupon the computer suddenly displays the card that was originally chosen.

Just like magic!

```

10 REM THE 21 CARD TRICK
20 CLEAR : GO SUB 490
30 LET a$="4H AD 7C 6C BH 3D 2
H "
40 LET b$="KC 5H 6H JD OD 9C 7
H "
50 LET c$="AH 2D 7D JC 9D 4C 9
H "
60 FOR q=1 TO 3
70 CLS : PRINT " INK 4:"
SIMPLY THINK OF A CARD."
80 PRINT AT 5,5: FLASH 1; INK
2;"1": FLASH 0;" "; INK 1;a$
90 PRINT AT 10,5: FLASH 1; INK
2;"2": FLASH 0;" "; INK 1;b$
100 PRINT AT 15,5: FLASH 1; INK
2;"3": FLASH 0;" "; INK 1;c$
110 PLOT 53,144: INK 0: DRAW 16
7,0: DRAW 0,-24: DRAW -167,0: DR
AW 0,24
120 PLOT 53,104: INK 0: DRAW 16
7,0: DRAW 0,-24: DRAW -167,0: DR
AW 0,24
130 PLOT 53,64: INK 0: DRAW 167
,0: DRAW 0,-24: DRAW -167,0: DR
AW 0,24
141 FOR z=53 TO 197 STEP 24: PL
OT z,144: DRAW 0,-24: NEXT z
151 FOR z=53 TO 197 STEP 24: PL
OT z,104: DRAW 0,-24: NEXT z
161 FOR z=53 TO 197 STEP 24: PL
OT z,64: DRAW 0,-24: NEXT z
170 PRINT AT 19,5:"ENTER WHICH
ROW IT IS IN"
180 LET z$=INKEY$
190 IF z$="1" THEN LET d$=b$+a
$+c$: GO TO 230
200 IF z$="2" THEN LET d$=a$+b
$+c$: GO TO 230
210 IF z$="3" THEN LET d$=b$+c
$+a$: GO TO 230
220 GO TO 180
230 LET a$=d$(1 TO 3)+d$(10 TO
12)+d$(19 TO 21)+d$(28 TO 30)+d$
(37 TO 39)+d$(46 TO 48)+d$(55 TO
57)
240 LET b$=d$(4 TO 6)+d$(13 TO
15)+d$(22 TO 24)+d$(31 TO 33)+d$
(40 TO 42)+d$(49 TO 51)+d$(58 TO
60)
250 LET c$=d$(7 TO 9)+d$(16 TO
18)+d$(25 TO 27)+d$(34 TO 36)+d$
(43 TO 45)+d$(52 TO 54)+d$(61 TO
63)
260 NEXT q
270 CLS : LET y=10: LET x=0
280 INK 3: LET t$=" YOUR CARD I
S...."
290 GO SUB 360
300 LET t$=b$(10 TO 11)
310 PLOT 151,79: INK 0: DRAW 0,
41: DRAW 26,0: DRAW 0,-41: DRAW
-26,0
320 FOR x=7 TO 11: PRINT INK 2
; FLASH 1;AT x,19:"UUU": NEXT x
330 PAUSE 50: FOR x=7 TO 11: PR
INT AT x,19;" "; NEXT x
340 PRINT AT 7,19: FLASH 1; INK
1;t$:AT 9,20: INVERSE 1; INK 3;
t$:AT 11,19: INVERSE 0: INK 2;t$
350 PRINT AT 20,0:"PRESS ANY KE
Y TO CONTINUE.": PAUSE 0: CLS :
GO TO 10
360 REM *****
370 LET base=PEEK 23606+256*PEE
K 23607
380 FOR c=1 TO LEN t$
390 LET cde=CODE t$(c)
400 LET address=base+B*cde
410 FOR r=0 TO 15 STEP 2
420 POKE USR "s"+r,PEEK address
430 POKE USR "s"+r+1,PEEK addre
ss
440 LET address=address+1
450 NEXT r
460 PRINT AT y,x+c-1;CHR$ 162;A
T y+1,x+c-1;CHR$ 163
470 NEXT c
480 RETURN
490 REM *****
500 RESTORE 550: FOR n=1 TO 5:
READ k$
510 FOR f=0 TO 7
520 READ a: POKE USR k$+f,a
530 NEXT f: NEXT n
540 RETURN
550 DATA "u",87,155,87,155,87,1
55,87,155
560 DATA "h",0,0,54,62,28,8,0,0
570 DATA "d",0,0,8,28,62,28,8,0
580 DATA "c",0,0,28,42,62,42,8,
0
590 DATA "s",0,0,8,28,62,54,8,0

```


JJB SOFTWARE SERVICE

ATARI	CASS	DISK	COMMODORE	CASS	DISK
RESCUE ON FRACTALUS	7.30	11.10	SUPERMAN	7.30	
TAPPER	6.50		BLADERUNNER	8.95	
SEVEN CITIES OF GOLD		11.10	GREAT AMERICAN ROAD RACE	7.50	
RED MOON	5.00		PINBALL CONST. SET		11.10
MERCENARY	7.30		MAIL ORDER MONSTERS		11.10
MURDER ON THE ZINDERNEUF		11.10	RACING DESTRUCTION SET		11.10
BALL BLAZER	7.30	11.30	EXPLODING FIST	7.30	11.10
GREAT AMERICAN ROAD RACE	8.10	11.10	SEVEN CITIES OF GOLD		11.10
PINBALL CONSTRUCTION SET		11.10	ELITE	11.00	13.20
MUSIC CONSTRUCTION SET		11.10	RUPERT AND THE TOYMAKER	7.30	
KENNEY APPROACH	7.30	11.20	FRANK BRUNOS BOXING	5.75	10.50
ARCHON	8.75	11.10	LITTLE COMPUTER PEOPLE	7.30	
ONE ON ONE	7.30	10.70	BLOCKBUSTERS	6.50	
CHOP SUEY	6.50	9.50	KENNEY APPROACH	11.50	14.30
MR DO	7.75		SKY FOX	7.45	9.70
BLUE MAX 2001	7.75		MONTY ON THE RUN	7.00	9.50
M.U.L.E	8.95	11.10	SPY VS SPY II	7.30	11.20
HACKER		11.20	TERRORMOLNOS	5.75	
AMSTRAD			MSX		CART
EXPLODING FIST	7.30		YIE AR KUNG FU II	(new)	12.30
BEACH HEAD	7.30		HYPER RALLY	(new)	12.30
FRANK BRUNOS BOXING	6.50	10.70	BOXING	(new)	12.30
DUN DURACH	7.30		SOCCER	(new)	12.30
MORDONS QUEST	5.00		GHOSTBUSTERS	9.30	
JUMP JET	7.30		BOULDERDASH	5.95	
A VIEW TO A KILL	8.00		TIME PILOT		12.30
ALIEN 8	7.30		LE MANS	7.50	
BOULDERDASH	7.30		DECATHLON	9.30	
ROBIN OF SHERWOOD	7.30		BEAMRIDER	8.75	
LORDS OF MIDNIGHT	8.00	11.20	THE HOBBIT	11.00	
HIGGINS SNOOKER	7.00	10.00	PINBALL	5.75	
ARCHON	9.50		THE WRECK	11.00	
			RIVER RAID	8.85	
			SORCERY	7.00	
BBC			SPECTRUM		
DAMBUSTERS	6.00		INTERNATIONAL KARATE	5.00	
JUMP JET	6.50		SPY HUNTER	6.35	
COMBAT LYNX	6.50		FIGHTING WARRIOR	6.50	
SCRABBLE	11.20		ONE ON ONE	6.50	
MONOPOLY	11.20		FRANK BRUNOS BOXING	5.20	
THE HOBBIT		15.50	INTERNATIONAL BASKETBALL	4.80	
ALIEN 8	7.75		FAIRLIGHT	7.25	
DESIGNERS PENCIL	9.50		UNDERWURDE	7.25	
GREMLINS	6.00		TERRORMOLNOS	6.50	
SPIDERMAN	6.00		YIE AR KUNG FU	6.50	
RED MOON	5.20				
ELITE	11.00	14.00			

Please state name, address, title and micro clearly with order.
Postage included UK. Overseas add £1 per order.
Send s.a.e for software list. Cheques/POs payable to:

J.J.B. SOFTWARE SERVICE
14 Lorraine Crescent, Darlington,
Co. Durham DL1 5TF
TEL (0325) 288102

LORD TOFF



His Knee Drops can really put a guy's nose out of joint.

ROCK'N' WRESTLE



SHEKHANA COMPUTER SERVICES

SPECTRUM	RRP	OUR PRICE	***SPECTRUM***	RRP	OUR PRICE	***COMMODORE***	RRP	OUR PRICE	***COMMODORE***	RRP	OUR PRICE
ELITE	14.95	11.95	ROLLER COASTER	6.95	5.50	LORDS OF THE RINGS	15.95	12.95	MINI OFFICE	5.95	4.99
STAR OVAKE	9.95	5.95	THREE WEEKS IN PARADISE	9.95	7.50	LORD OF THE RINGS (DISK)	19.95	17.95	LITTLE PEOPLE DISCOVERY KIT	14.95	11.95
SWORDERONS (ELINDOR)	9.95	7.50	WINTER SPORTS	7.95	5.95	BIG DADDY ROCK+WRESTLE	9.95	7.50	COLOSSUS CHESS 4.0	9.95	7.95
LORD OF THE RINGS	15.95	12.95	CYBER RUN (Ultimate)	9.95	7.50	ELITE	14.95	11.25	SCOOBY DOO	7.95	5.95
FAIRLIGHT	9.95	7.50	GUN FRIGHT (Ultimate)	9.95	7.50	WIZARDRY	9.95	7.50	MASQUERADE (DISK)	14.95	11.95
SHADOWFIRE TUNER	—	3.99	I, OF THE MASK	9.95	7.50	SUMMER GAMES II (CASS)	9.95	7.50	COMMANDO	9.95	7.50
ROBIN OF THE WOODS	9.95	7.50	SURF CHAMP	12.95	10.99	BEACH-HEAD II	9.95	7.50	IMHOTEP	9.95	7.50
SUPERMAN	9.95	7.50	ROBOT MESSIAH	7.95	5.95	DR. WHO	14.95	13.50	DRAGONSKULLE (Ultimate)	9.95	7.50
KNIGHTSHADES (Ultimate)	9.95	7.50	MUGSY'S REVENGE	7.95	5.95	DR. WHO (DISK)	17.95	15.50	OUTLAW (Ultimate)	9.95	7.50
FRANKIE GOES TO H'WOOD	9.95	7.50	ANY MASTERTRONICS MAD GAMES	2.99	2.99	DIARY OF ADRIAN MOLE	9.95	7.50	LITTLE COMPUTER PEOPLE	9.95	7.50
ANIMATED STRIP POKER	6.95	5.75	SUPER SLEUTH	7.95	5.95	SUPERMAN	9.95	7.50	SKOOLDAZE	6.95	5.50
KNIGHT LORE	9.95	7.50	ARTIST II	12.95	10.99	F. BRUNO'S BOXING	7.95	5.90	BAULBLAZER	9.95	7.50
WAY OF THE EXPLODING FIST	8.95	6.75				F. BRUNO'S BOXING (DISK)	12.95	9.95	YIE AR KUNG FU	9.95	7.50
BIG DADDY ROCK+WRESTLE	8.95	6.75				SHADOWFIRE II - ENIGMA FORCE	9.95	7.50	MUGSY'S REVENGE	8.95	6.75
GYROSCOPE	7.95	5.95				DONALD DUCKS PLAYGROUND	9.95	7.50	THE YOUNG ONES	7.95	5.95
F. BRUNO'S BOXING	8.95	5.25				SUPER ZAXXON	9.95	7.50	ZOIDS	8.95	6.95
ASTRO-CLONE	14.95	13.50				BLUE MAX 2001	9.95	7.50	MINDSHADOW	9.95	7.50
DR. WHO	9.95	7.50				INTERNATIONAL SOCCER	14.95	11.25	RAMBO	8.95	6.75
WHAM THE JUKE BOX	9.95	7.50				ULYSSES GOLDEN FLEECE (D)	14.95	11.95	KNIGHTRIDER	8.95	6.75
FIGHTER PILOT	7.95	5.90				WORM IN PARADISE	9.95	7.50	RETURN TO OZ	9.95	7.50
WORLD SERIES BASKETBALL	7.95	5.95				SABREWOLF	9.95	7.50	ANY MASTERTRONIC MAD GAMES	2.99	2.99
INTER. KARATE	6.50	4.99				LUCIFERS REALM (DISK)	11.95	11.95	TRANSFORMERS	8.95	6.75
HYPERSPORTS	7.95	5.95				AZIMUTH HEAD ALIGNMENT	8.95	7.50	GYROSCOPE	8.95	6.75
MONTY ON THE RUN	7.95	5.95				MICKY MOUSE (DISK)	14.95	11.95	SCARA BEUS	9.95	7.50
SHADOW OF THE UNICORN	14.95	11.95				UNDERWURDE	9.95	7.50			
WORM IN PARADISE	9.95	7.50				SHADOWFIRE TUNER	—	3.99			
THEY SOLD A MILLION	9.95	7.50				FIGHTING WARRIOR	9.95	7.50			
MARSPOUT	9.95	7.50				WINTER GAMES	9.95	7.50			
SHADOWFIRE	9.95	7.50				WINTER GAMES (DISK)	14.95	11.25			
INTERNATIONAL BASKETBALL	5.99	4.75				SPY V SPY II	9.95	7.50			
IMPOSSIBLE MISSION	7.95	5.95				FIGHTER PILOT	9.95	7.50			
SHADOWFIRE II - ENIGMA FORCE	9.95	7.50				PITSTOP II	9.95	7.50			
BOUNCES (CRISIS 3000)	8.95	6.75				WINNER THE POOH (DISK)	12.95	10.99			
CRITICAL MASS	9.95	7.50				STARION	9.95	7.50			
ALIEN 8	9.95	7.50				MONTY ON THE RUN	9.95	7.50			
BOUNTY BOB	7.95	5.95				FIGHTNIGHT (DISK)	9.95	7.50			
MINI OFFICE	5.95	4.99				THE GOODNIES	14.95	11.25			
DIARY OF ADRIAN MOLE	9.95	7.50				THE GOODNIES (DISK)	14.95	11.25			
YIE AR KUNG FU	7.95	5.95				ZORRO	9.95	7.50			
SCOOBY DOO	6.95	5.25				ANY MASTERTRONIC TITLE	1.99	1.99			
COMMANDO	7.95	5.95				QUICK SHOT II - JOYSTICK	—	8.99			
ANY MASTERTRONIC TITLE	1.99	1.99				ELITE (DISK)	17.95	14.95			
HOBBIT	14.95	11.25				CRITICAL MASS	8.95	6.75			
ARNHEM	9.95	7.95				EXPLODING FIST (DISK)	14.95	11.95			
MONOPOLY	9.95	7.50				HOBBIT	14.95	11.25			
*RETURN TO OZ	9.95	7.50				NEXUS	9.95	7.50			
WINTER GAMES	7.95	5.95				PARADROID	7.95	5.95			
BEACH-HEAD II	7.95	5.95				DESERT FOX	9.95	7.50			
DALEY TOMS SUPERTEST	6.95	5.50				THE YOUNG ONES	7.95	5.95			
FIGHTING WARRIOR	7.95	5.95				THEY SOLD A MILLION	9.95	7.50			
TERRORMOLNOS	7.95	5.95				RACING DESTRUCTION (DISK)	14.95	11.25			
ARCADE HALL OF FAME	9.95	7.50				EXCAVE HALL OF FAME	9.95	7.50			
BACK TO SKOOL	6.95	5.50				EUREKA	14.95	4.99			
MINDSHADOW	9.95	7.50				IMPOSSIBLE MISSION	9.95	7.50			
FRIDAY THE 13TH	8.95	6.75				WAY OF EXPLODING FIST	9.95	7.50			
TOMAHAWK	9.95	7.50				MERCENARY	9.95	7.50			
TAU CETI	9.95	7.50				MERCENARY (DISK)	12.95	9.95			
SWOROS & SORCERY	9.95	7.50				QUAKE MINUS 1	9.95	7.50			
SWEEVO'S WORLD	7.95	5.95									

ALL PRICES INCLUDE P&P IN U.K. EUROPE ADD £1.00 PER TAPE. ELSEWHERE AT COST.
CHEQUES/POs PAYABLE TO: S.C.S., DEPT. CVG 4, PO BOX 394 LONDON N 15 6JL. TEL: 01-800 3156. SAE FOR LIST.
PLEASE STATE MACHINE IN YOUR ORDER. * PLEASE RING FOR AVAILABILITY. BARCLAYCARD AND ACCESS HOTLINE RING 01-631 4627 ONLY.
GOODS DESPATCHED SAME DAY - SUBJECT TO AVAILABILITY. * COME AND SEE THE LATEST GAMES ON VIDEO FROM BULLETIN 1000
IF YOU WOULD LIKE TO PICK UP YOUR DISCOUNT SOFTWARE FROM OUR SHOP, PLEASE BRING YOUR COPY OF THIS ADVERT TO: "COMPUTRENTRE, UNIT 5, 221 TOTTENHAM COURT ROAD, LONDON W1" (NEAR GODDGE ST. STATION). OPEN 6 DAYS A WEEK 9.00AM-18.00PM.

GLADIATOR

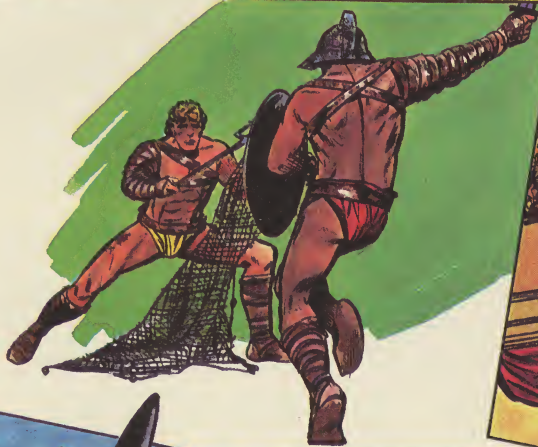
IT'S NOT MUCH FUN
BEING A SLAVE...



...SO I TRAINED LIKE MAD
TO BE A GLADIATOR



I WAS SHAKING LIKE
A LEAF IN MY FIRST FIGHT...



... BUT I SOON GOT
THE KNACK



THE THUMBS UP MEANT
I WAS THE EMPEROR'S
CHAMPION!



MY FREEDOM AT LAST!
BUT CAN YOU BEAT ME?



Spectrum 48K at £8.95

Choose from
45 weapons and
fight for your freedom



DOMARK

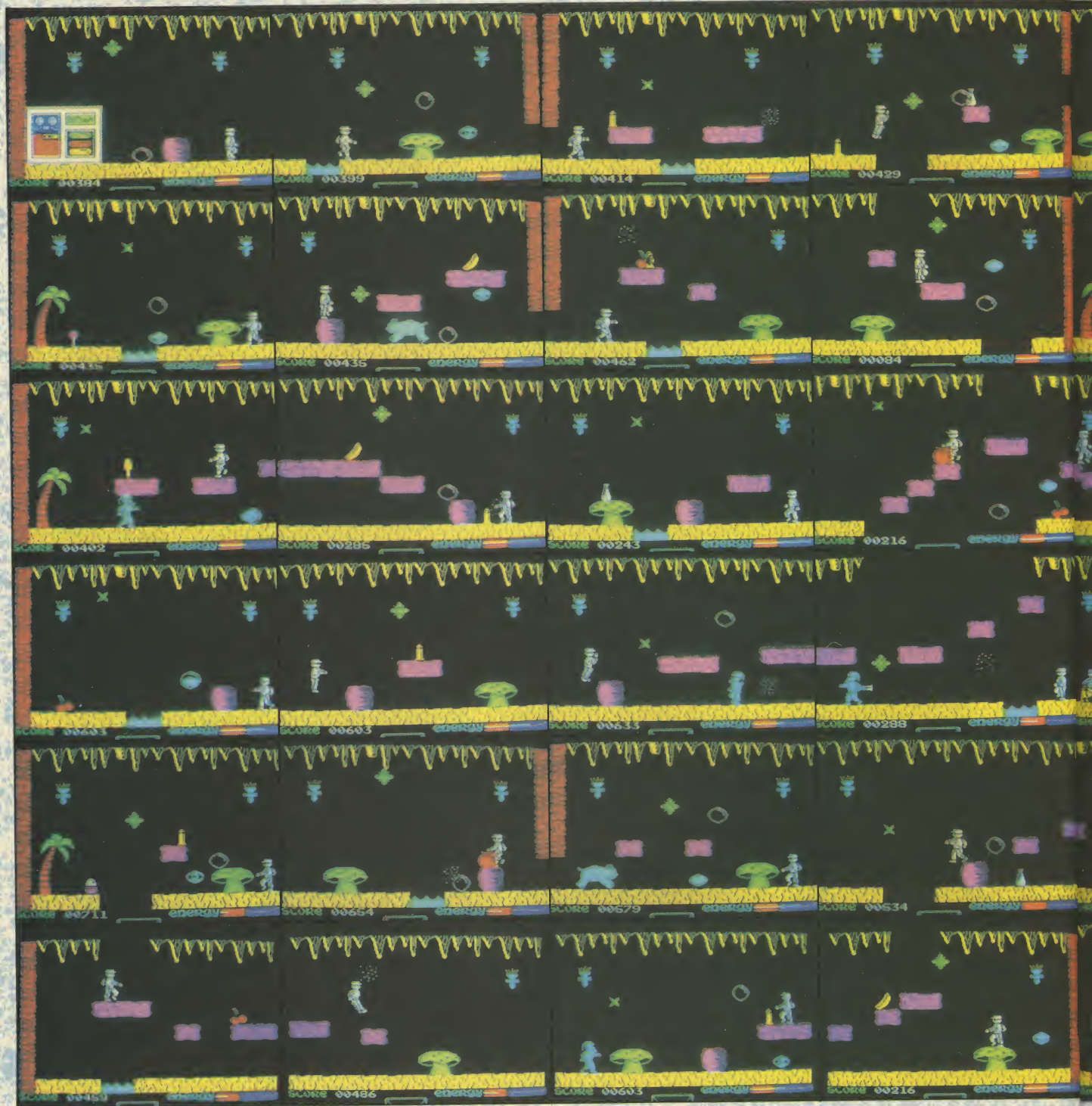
Name _____
Address _____

Write enclosing £8.95 (inc. p+p) to
204 Worple Road, London SW20 8PN
or telephone with your credit
card number on 01-947 5624.

Robot MESSIAH

Are you praying for deliverance from the cunningly complicated caverns in Alphabatin's 152 screen arcade adventure *Robot Messiah*? Fear not! Your faith in *C+VG* is not misplaced.

Here we present screen shots of the whole of level one of the game plus some general hints which should help you move deeper into the adventure.



Helpful Hints

The three envelopes that must be collected are located in level three of the game.

These must be collected and then returned to the Master Computer which is found in the caverns.

You can only carry three objects at a time and you will need to carry a Power Supply Unit to enable you to

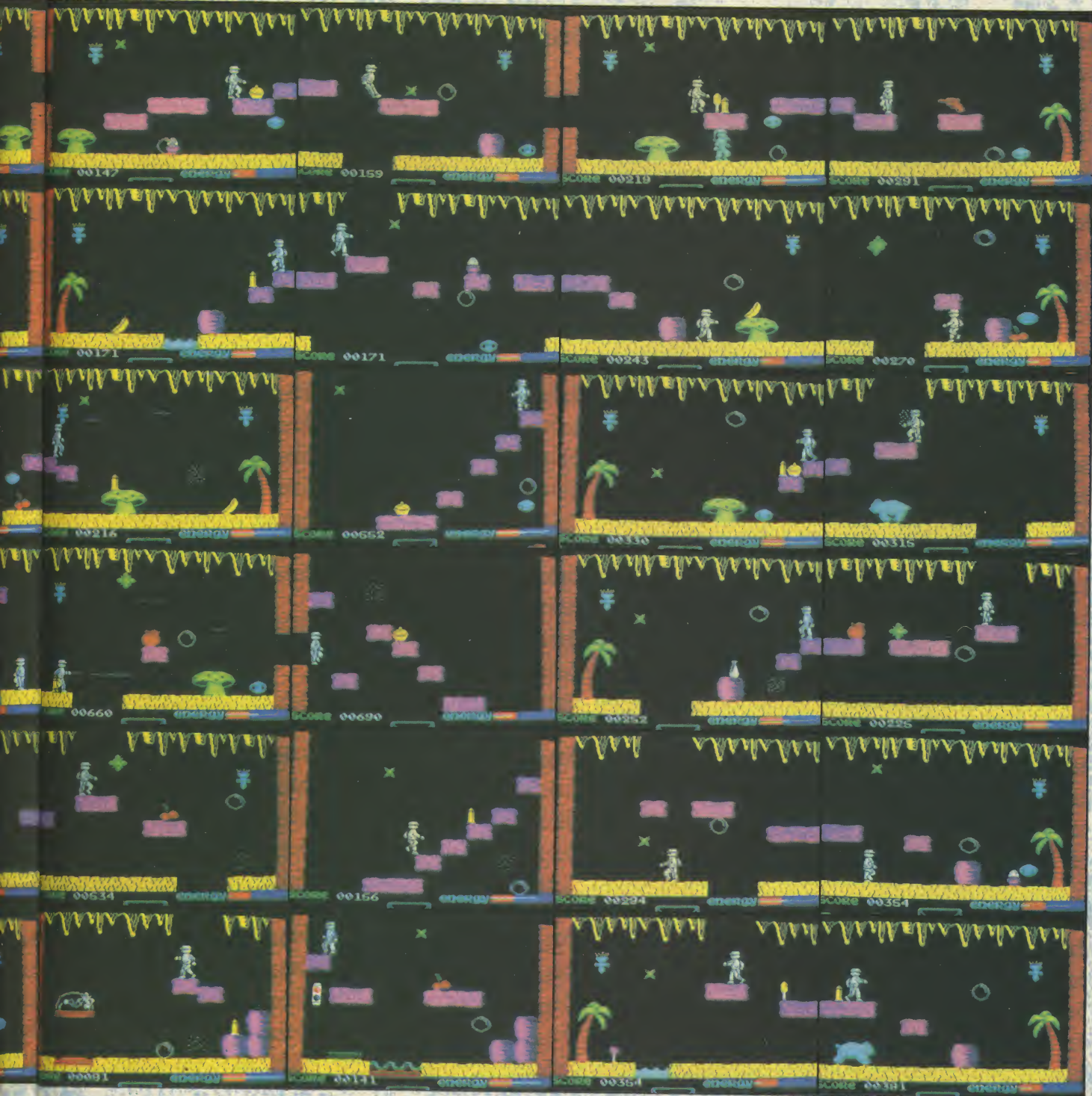
work the teleport in the Test Centre, to return to the caverns. Carrying the gun is very useful and you will have to return to the Test Centre at least once more. So do not eat food recklessly, although some of it will be replaced, there will not be enough unless you are frugal.

The only route to the Test Centre is by using the buggy and the only return route is via the teleport. The buggy is

situated beyond the traffic lights and the moving conveyor belt at the bottom of the caverns.

There are two sets of traffic lights in the game, one at either end of the tunnel. For the traffic lights to change from red to green, you will need two objects which are hidden in the caverns. So as not to make this map a giveaway we have removed these objects.

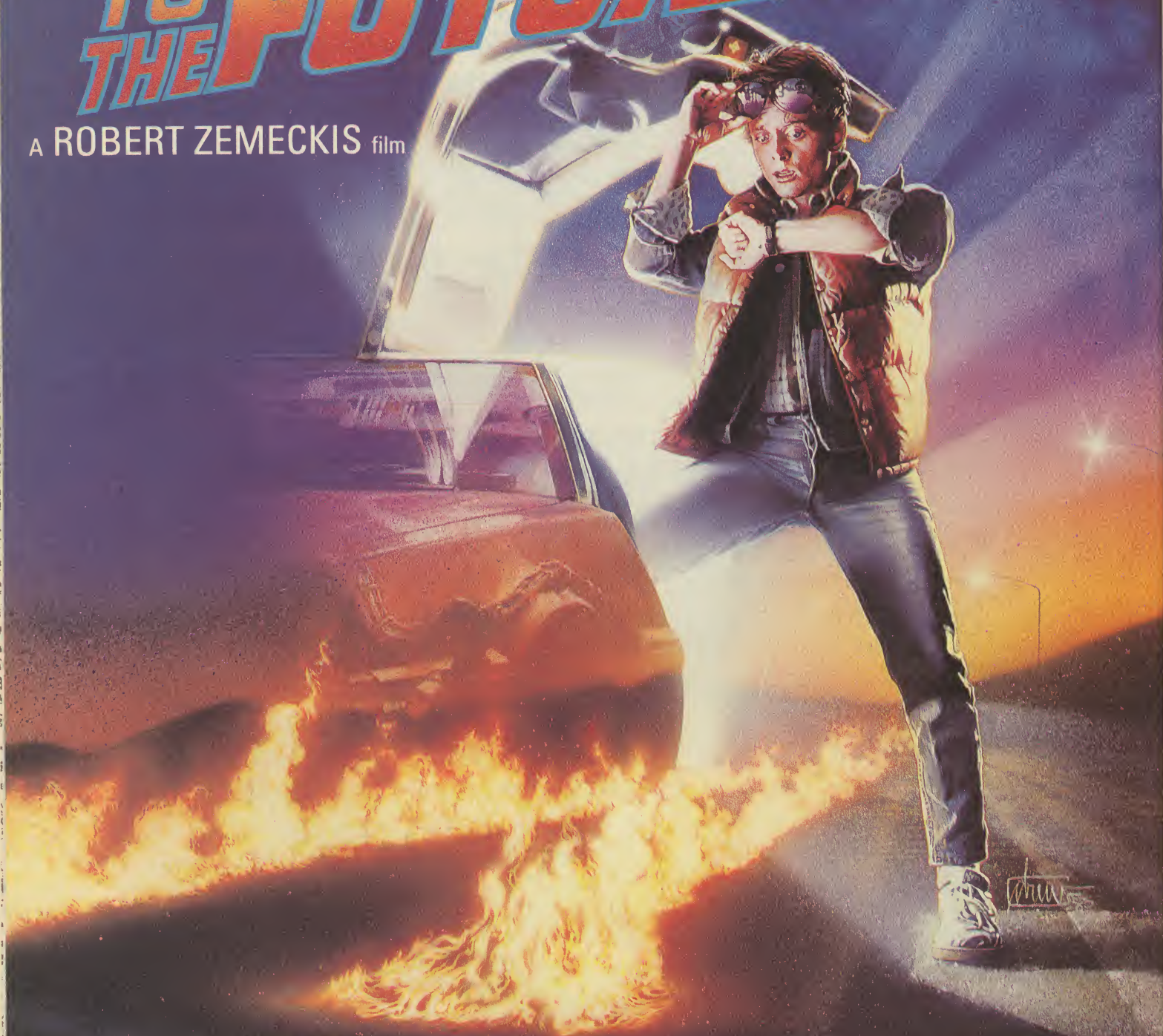
The gun has been dropped in a place where it is not usually found. Once you have picked up the gun, to operate it you then collect the numerous bullets which are scattered around the game. Each bullet is worth twelve shots, but once more, do not pick them all up at once.



STEVEN SPIELBERG Presents

BACK TO THE FUTURE™

A ROBERT ZEMECKIS film



THE COMPUTER PROGRAM FROM

Available on Spectrum 48K Plus, Commodore 64
and Amstrad from Electric Dreams Software
31 Carlton Crescent, Southampton, Hampshire
SO1 2EW Tel: (0703) 229694

*Electric
Dreams*

© UNIVERSAL CITY STUDIOS INC.

SOFTWARE

MEGASAVE FANTASTIC SAVINGS

SPECTRUM

Spy Hunter.....	5.50
Pole Position.....	6.85
Hyper Sports.....	5.95
F.B. Boxing.....	5.25
Exploding Fist.....	6.95
Highway Encounter.....	5.95
Basketball Int. (Elite).....	4.95
Fairlight.....	7.50
Scooby Doo.....	5.25
Monty on the Run.....	5.95
Robin of the Wood.....	7.50
Geoff Capes.....	5.95
Superman.....	5.50
Elite.....	11.25
I of the Mask.....	7.50
Blade Runner.....	6.95
Fighting Warrior.....	5.95
Shadow of Unicorn.....	11.25
Winter Sports.....	7.50
Bounce.....	7.50
Zoids.....	5.95
Impossible Mission.....	5.95
Starquake.....	5.95
Doctor Who.....	11.50
Critical Mass.....	6.75
Sold a Million.....	7.50
World Basketball.....	5.95
3 Weeks in Paradise.....	7.50
Lord of the Rings.....	12.50
Commando.....	7.50
Sir Fred.....	7.50
Back to Skool.....	5.25
Enigma Force.....	7.50
Swords & Sorcery.....	7.50
Mugsy's Revenge.....	5.95
Rock 'n' Wrestle.....	6.75
Tomahawk.....	7.50
Gyroscope.....	5.95
Cyberun.....	7.50
Robot Messiah.....	5.95
Friday the 13th.....	6.75
Wham's Music Box.....	7.50
Saboteur.....	6.75
Roller Coaster.....	5.25
Super Sleuth.....	5.95
Young Ones.....	5.95
Arc of Yesod.....	7.50
Wartoad.....	5.95
Mikie.....	5.95
Yie Ar Kung Fu.....	5.95
Knight Rider.....	5.95

Rambo.....	5.95
Streethawk.....	5.95
Transformers.....	5.95
Never Ending Story.....	7.50
Spitfire 40.....	7.50
Ping Pong.....	5.95
Gladiator.....	6.75
I.C.U.P.S.....	6.75
Spellbound.....	2.99
Finest Hour.....	7.50
Dath Wake.....	5.95
Gun Fright.....	7.50
Pentagram.....	7.50
Nomad.....	5.95
Flintstones.....	5.95
Arena.....	7.50
Winter Games.....	5.95
Thing.....	5.95
Desert Rat.....	7.50
Superbowl.....	7.50
Office Master.....	12.50
McGuigan's Boxing.....	5.95
Zorro.....	5.95
Goonies.....	5.95

COMMODORE 64

Impossible Mission.....	7.75
Shadowfire.....	6.95
Elite.....	11.00
Basketball.....	4.95
Pitstop II.....	7.85
F.B. Boxing.....	5.95
Exploding Fist.....	7.50
Blackwyche.....	7.50
Beach-head II.....	7.50
Summer Games II.....	7.50
Sky Fox.....	7.50
Mercenary.....	7.50
Terrormolinos.....	5.50
Zorro.....	7.50
Zoids.....	6.75
Batalyx.....	7.50
Scooby Doo.....	5.95
Crazy Comets.....	5.95
Karateka.....	8.00
Starion.....	7.50
Monty on the Run.....	7.50
Geoff Capes.....	6.75
Robin of the Wood.....	7.50
Superman.....	7.50

Battle of Britain.....	7.50
Bladerunner.....	6.75
Fighting Warrior.....	5.95
Spy vs Spy II.....	7.50
Nexus.....	7.50
Bounce.....	7.50
Racing Destruction.....	9.75
Pinball Construction.....	8.95
Summer Games I.....	7.50
Winter Games.....	7.50
Mail Order Monster.....	9.75
Night Fights.....	7.50
Goonies.....	7.50
Harvey Smith.....	6.85
Doctor Who.....	11.50
Sold a Million.....	7.50
Comp. People (dk).....	11.50
Ball Blazer.....	7.50
Who Dares Wins.....	5.95
Wizard.....	9.75
Commando.....	7.50
Lord of the Rings.....	12.50
Skool Daze.....	5.25
Enigma Force.....	7.50
Swords & Sorcery.....	7.50
Mugsy's Revenge.....	6.75
Rock & Wrestle.....	7.50
Little Comp. People.....	7.50
Yak's Progress.....	7.50
Friday the 13th.....	6.75
Roller Coaster.....	5.95
Gyroscope.....	6.75
Koronis Rift.....	8.00
Young Ones.....	5.95
Elektra Glide.....	6.75
Arc of Yesod.....	7.50
Ping Pong.....	5.95
I.C.U.P.S.....	5.95
Death Wake.....	5.95
Flintstones.....	5.95
Arena.....	7.50
Outlaws.....	7.50
Dragon Skulle.....	7.50
Time Tunnel.....	7.50
Desert Fox.....	7.50
Superbowl.....	7.50
Revs.....	11.25
Hardball.....	7.50
Wild West.....	8.00
Lords of the West.....	7.50
Sci-Fi.....	7.50
Laser Basic.....	15.00

Postage included U.K. Please state which micro. Fast Service.

Send cheque/PO to: MEGASAVE, Dept. CVG, 76 Westbourne Terrace, London W2

MOLOTOV MICK

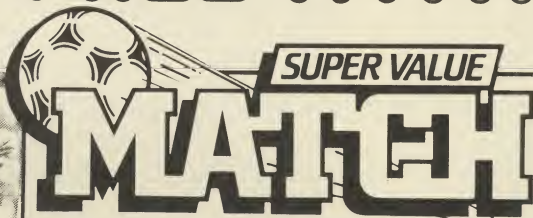


Mick's Headbutts will really grab you.
No butts about it!

ROCK'N WRESTLE



FREE WITH



F.A. CUP FACT FILE

A unique collection of 31 colour cards
together with a super plastic wallet to keep
them in.

Each card features one of the biggest stars in
England and Scotland - and on the reverse
you'll find facts, figures and fun stories to
fascinate you.

**YOUR FIRST SIX CARDS - PLUS WALLET - FREE
WITH THE JANUARY 25TH ISSUE**

It's a really original free gift that no fan will
want to miss.

PLUS

Great colour posters of the top players.
Match Facts - the world's greatest results
service.

On-the-ball features and news stories.

Don't miss out - place and order with your
newsagent for Britain's most sought-after
football weekly.

Only 42p

JANUARY 25TH ISSUE - ON SALE NOW



DEAR BUG HUNTERS

A NOTE FROM YOUR EDITOR:

Even if he does consider himself to be an ace reporter, that wimp **Rik Link** has failed in the line of duty this month, and naturally he has been severely reprimanded.

All that I ask of him is that he obtains the info from the Bug Hunters, since they don't seem disposed to give us the information openly.

Rik really does manage to come up with the most ludicrous excuses for his failings. This month he gave me some cock-and-bull story about entering the **Recreation Room** disguised as a large, bright orange beach ball. "I just rolled right on in!" he told me. Unfortunately, it would seem that all four Bug Hunters were away on some important mission at the time, and Rik had a severe case of premature deflation before they returned.

Well, I don't know whether you really believe that sort of rubbish, but the fact of the matter is, he's got nothing to report.

Never fear. Following in the footsteps of the greatest editors of our time, I bring you something equally stupendous. Well, were the truth to be known, it's a darned sight more stupendous than Rik's column.

Introducing an international element to the proceedings. I'm proud to present a super-fast **TURBO LOADER** for the Commodore 64 microcomputer (passed on to me by kind permission of **Big Red**). Written by Luc Pycke from Belgium, this utility will greatly increase the speed of loading, saving and verifying tape-based programs.

Having typed in the program, which includes a checksum for the mass of data to ensure that you've got everything right, just save the program to tape. Then, if run, it'll have worked correctly if you get a message telling you that:

L is the new **LOAD** command, S is the new **SAVE** command, V is the new **VERIFY** command.

These work in exactly the same way as the normal commands, but quite remarkably faster.

For instance, if you try to **LOAD** and **SAVE** this program, it'll take about 70 seconds, using the new commands, these operations only take

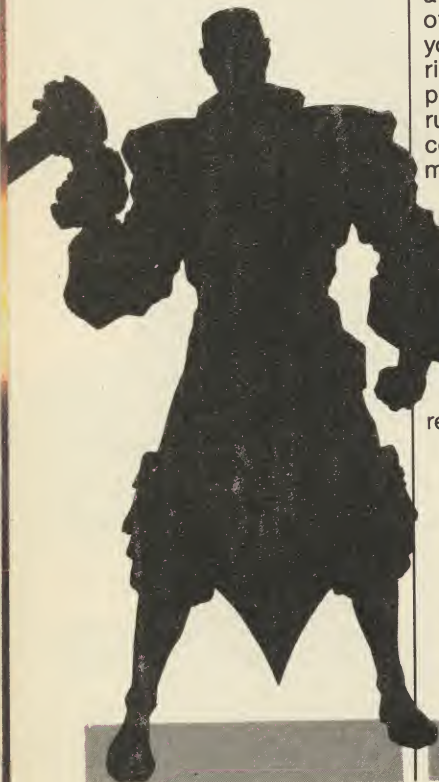
about ten seconds!

Hopefully you won't be hearing from me next month. **Rik Link** reckons he'll soon have himself free of the all-enfolding plastic ball, and assures me that he already has a new foolproof plan of infiltration. He'd better!!

```
0 REM SUPER FAST LOADER FOR THE CBM 64
1 REM BY LUC PYCKE
2 LP=0:CVG=50000:POKE646,2:POKE53280,1:P
OKES3281,1
3 PRINTCHR(147):PRINT:PRINT"PLEASE WAIT"
...:PRINT:PRINT
10 FOR=CVGT0CVG-696:READA:LP=LP-A:POKEI
,A:NEXT
20 DATA169,91,141,8,3,169,195,141,9,3,96
,32,115,0,240,4,201,95,240,5,76,231
30 DATA167,32,115,0,201,83,240,11,201,76
,240,16,201,86,240,21,76,8,175,32
40 DATA115,0,32,240,195,76,174,167,32,11
5,0,32,224,196,76,174,167,32,115,0
50 DATA32,227,196,76,174,167,0,0,0,0,0,0
,0,0,0,0,0,83,85,80,69,82,77,79
60 DATA78,32,54,52,13,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
70 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
80 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,212,225,162,4,181,42,149,171,202,208
90 DATA249,32,56,248,32,143,246,32,125,1
96,32,145,196,165,185,24,105,1,202
100 DATA32,177,196,162,8,185,172,0,32,17
7,196,162,6,200,192,5,234,208,242,160
110 DATA0,162,4,177,187,196,183,144,3,16
9,32,202,32,177,196,162,5,200,192,187
120 DATA208,237,169,2,133,171,32,145,196
,152,32,177,196,132,215,162,7,234,177
130 DATA172,32,177,196,162,3,230,172,208
,4,230,173,202,202,165,172,197,174
140 DATA165,173,229,175,144,231,234,165
,215,32,177,196,162,7,136,208,246,200
150 DATA132,192,88,24,169,0,141,160,2,76
,147,252,160,0,132,192,173,17,208,41
160 DATA259,141,17,208,202,208,253,136,2
08,250,120,96,160,0,169,2,32,177,196
170 DATA162,7,136,192,9,208,244,162,5,19
8,171,208,238,152,32,177,196,162,7
180 DATA136,208,247,202,202,96,133,189,6
```

```
9,215,133,215,169,8,133,163,6,189,165
190 DATA1,41,247,32,211,196,162,17,234,9
,8,32,211,196,162,14,196,163,208,233
200 DATA96,202,208,253,144,5,162,11,202,
208,253,133,1,96,162,0,44,162,1,164
210 DATA43,165,44,134,10,134,147,132,195
,133,196,32,212,225,32,253,196,32,122
220 DATA25,76,116,164,32,97,197,165,171
,201,2,240,6,201,1,208,243,165,145
230 DATA240,10,173,60,3,133,195,173,61,3
,133,196,32,80,247,32,228,255,240,251
240 DATA32,44,168,164,183,240,11,136,177
,187,217,65,3,208,206,152,208,245,132
250 DATA144,32,210,245,173,62,3,56,237,6
0,3,8,24,101,195,133,174,173,63,3,101
260 DATA196,40,237,61,3,133,175,32,118,1
97,165,189,69,215,5,144,240,4,169,255
270 DATA133,144,76,169,245,32,175,197,20
1,0,240,249,133,171,32,221,197,145
280 DATA178,200,192,192,208,246,240,45,3
2,175,197,32,221,197,196,147,208,2
290 DATA145,195,209,195,240,2,134,144,69
,215,133,215,230,195,208,2,230,196
300 DATA165,195,197,174,165,196,229,175
,144,221,32,221,197,32,125,196,200,132
310 DATA192,88,24,169,0,141,160,2,76,147
,252,32,23,246,32,125,196,132,215,169
320 DATA7,141,6,221,162,1,32,240,197,38
,189,165,189,201,2,208,245,160,9,32
330 DATA221,197,201,2,240,249,196,189,20
8,232,32,221,197,136,208,246,96,169
340 DATA8,133,163,32,240,197,38,189,234
,234,234,196,163,208,244,165,189,96
350 DATA169,16,44,13,220,240,251,173,13
,221,142,7,221,72,169,25,141,15,221
360 DATA104,74,74,96,0,255
370 IFPC<83794THENPRINT"ERROR IN DATA!"
:STOP
380 PRINT:PRINT"L = LOAD"PRINT"S = SA
VE"PRINT"V = VERIFY"PRINT
390 SYS CVG:NEW
```

Got a problem? Feel the need of a bit of help and assistance? Then why not write to the Bug Hunters at Computer + Video Games, Priory Court, 30-32 Farrington Lane, London EC1R 3AU.



NEWS FROM LLAMA-LLAND (Hants)

The range of hairy software continues to grow with...

BATALYX: Six linked games, each of which can be played in its own right, integrated into a multi-game package. Once play is started the player can jump between the six sub-games. The six include an enhanced version of **ATTACK OF THE MUTANT CAMELS** and a stripped-down **PSYCHEDELIA** - the remainder are completely new games concepts. The computer keeps track of each game and returns the player to the correct point of play on re-entry.

BATALYX is marketed under the **LLAMASOFT** name and logo by **ARIOLASOFT**, a mutually-agreed experiment to apply **ARIOLASOFT**'s marketing expertise to one of **JEFF MINTER**'s individually-styled games epics-

£9.95 on tape, £12.95 on disc

YAK's PROGRESS: A fascinating collection of Jeff's work for the '64, illustrating the development of the Llamasoft game style. Including such classics as **MATRIX**, **REVENGE OF THE MUTANT CAMELS**, **SHEEP IN SPACE** and **ANCIPITAL** - eight games in all - great value both in cash and entertainment terms.

In presentation box, with JM's historical notes -

£9.45 on 2 tapes, £11.95 on disc

COLOURSPACE: The **COLOURSPACE** software is a development of Jeff's **PSYCHEDELIA** programmes, the evolution of a unique form of computer entertainment. Anyone who can use a joystick can enjoy **COLOURSPACE**, creating a dazzling kaleidoscope of flowing chromatic patterns.

Great to play to music, great to play at parties!

COLOURSPACE is now available for 3 machines -

★ BBC - at £7.95 on tape

★ ATARI 8-bit (including HE130) - £7.50 on tape

★ ATARI ST 520 - £19.95 on 3.5" disc (with manual)

The 'ST' version is definitely a bit (in fact, 16 bits) special.. with a host of **ZARJAZ** effects, including spectacular, dynamic, background and foreground graphics, starfields, gravity effects, fire fountains and more, more, more...

LLAMASOFT

ZARJAZ SOFTWARE

THE SOFTWARE CHART



Hot off the presses is the latest *C + VG Gallup Software Top 30*. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest *C + VG* charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.

● FEBRUARY

TOP 30/ALL FORMATS

● THIS MONTH	● LAST MONTH	● GAME	● MACHINE	● MANUFACTURER	● WEEKS IN CHART
1	—	Commando	SP, C64, AMS	Elite	—
2	21	Elite	SP, C64, AMS, BBC	Firebird/Acornsoft	8
3	—	They Sold a Million	SP, C64, AMS	Hit Squad	—
4	1	Way of the Exploding Fist	SP, C64, AMS	Melbourne House	8
5	—	Yie Ar Kung Fu	SP, C64	Imagine	—
6	7	Formula One Simulator	C64	Mastertronic	8
7	—	Winter Games	SP, C64	US Gold	—
8	—	Computer Hits (10)	C64	Beau Jolly	—
9	—	Rambo	SP, C64	Ocean	—
10	8	Finders Keepers	SP	Mastertronic	8
11	—	Back to Skool	SP, C64	Microsphere	—
12	—	Beach-head 2	SP, C64	Access/US Gold	—
13	—	Little Computer People	SP	Activision	—
14	17	Monty on the Run	SP, C64	Gremlin Graphics	4
15	—	Tomahawk	SP, C64	Digital Integration	—
16	18	BMX Racers	SP, C64	Mastertronic	8
17	—	Action Biker	SP	Mastertronic	8
18	2	Frank Bruno's Boxing	SP, C64	Elite	8
19	—	Arcade Hall of Fame	SP, C64	US Gold	—
20	—	International Karate	SP, C64, AMS	System 3	—
21	—	Fight Night	C64	US Gold	—
22	—	Last V8	SP	Mastertronic	—
23	—	Saboteur	SP	Durell	—
24	3	D. Thompson's Super Test	SP, C64	Ocean	8
25	—	Robin of the Wood	BBC	Odin	—
26	—	Gyroscope	SP, C64	Melbourne House	—
27	16	Impossible Mission	SP, C64	Epyx/US Gold	4
28	—	Rockman	SP	Mastertronic	—
29	6	Fighting Warrior	SP, C64	Melbourne House	8
30	—	Vegas Jackpot	SP	Mastertronic	—

AMSTRAD/TOP 10

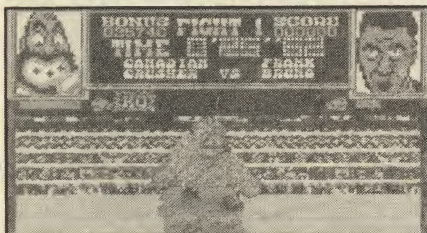
1	They Sold a Million/Hit Squad
2	Grand Prix 3D/Software I
3	Formula 1 Simulator/Mastertronic
4	Finders Keepers/Mastertronic
5	Soul of a Robot/Mastertronic
6	Yie Ar Kung Fu/Imagine
7	Nonterraqueous/Mastertronic
8	Chiller/Mastertronic
9	Raidi/US Gold
10	Way of the Exploding Fist/MH

SPECTRUM/TOP 10

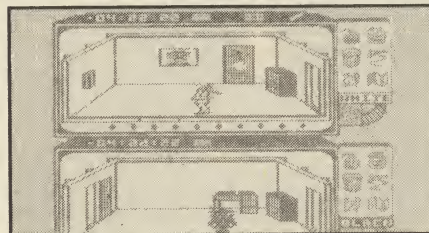
1	Elite/Firebird
2	Commando/Elite
3	Back to Skool/Microsphere
4	D. Thompson's S.T./Ocean
5	Monty on the Run/Gremlin G.
6	Saboteur/Durell
7	Tomahawk/Digital Int.
8	Int. Karate/System 3
9	Way of the Exploding Fist/MH
10	They Sold a Million/Hit Squad

C64/TOP 10

1	Winter Games/US Gold
2	Commando/Elite
3	Rambo/Ocean
4	Last V8/Mastertronic
5	Little Comp. People/Activision
6	Fight Night/US Gold
7	Summer Games 2/Epyx/US Gold
8	They Sold a Million/Hit Squad
9	Who Dares Wins 2/Alligata
10	Monty on the Run/Gremlin Grap.



Frank Bruno's Boxing Number 18.



Spy vs Spy creeps upwards.

MACHINE KEY

SP = SPECTRUM BBC = BBC
 C64 = COMMODORE 64 AT = ATARI
 AMS = AMSTRAD ELEC = ELECTRON
 ENT = ENTERPRISE

COMPILED BY GALLUP

ROCK'N WRESTLE

Rock'n Wrestle—the first truly 3 dimensional combat sports simulation game. Dynamic graphics, state-of-the-art animation, 1 and 2 player mode, brilliant gameplay, 10 different opponents and complete rock sound track. More joystick moves than you imagined possible—over 25—including the atomic drop, aeroplane spin, piledriver, body slam, back breaker, arm twist, elbow drop and turnbuckle fly.

Rock'n Wrestle—the challenge begins here!

Available for Spectrum £8.95, C64 and Amstrad £9.95.



from **MELBOURNE HOUSE**



AVAILABLE FROM THESE DEALERS:

Robinson Ltd., 89 High St., Huntingdon. Jones Computers Ltd., Canterbury Computer Centre, 56/57 Palace Street. Star Video, 138 High Rd., Beeston, Nottingham. Lansdown Computer Centre, 1 Lansdown Crescent, Bournemouth, Dorset. Gamer, 71 East Street, Brighton, East Sussex. Helston Computer Centre, Helston Arcade, 22 Coliurge St., Helston, Cornwall. Electron Equip, 36-38 West Street, Fareham, Hants. North Notts. Computer Centre, 37A Outram St., Sutton-in-Ashfield, Nottingham. Softcentre, 2 Bruntsfield Place, Edinburgh, Scotland. Miles Better Software Ltd., 221 Cannock Rd., Chadsmore, Cannock, Staffordshire. Posi-Tron Computing, 15 Central Precinct, The Market, Llanelli, Dyfed. Northwich Home Computers, 79A Witton Street, Northwich, Cheshire. Mighty Micro, 268 Wilmslow Rd., Fallowfield, Manchester. Topsoft Computer Software, 3 Hambletonian Yard, Stockton, Cleveland. P&H Electronics Ltd., Radio House, 22/24 Guildford Rd., Bagshot. Patrick McNutty & Sons, 24/26 Belmore Street, Enniskillen, Northern Ireland. Long Eaton Software Centre, 91 College St., Long Eaton, Nottingham. Fidget Computerware, 150 Desborough Rd., High Wycombe, Bucks. The Micro Workshop, 12 Station Approach, Epsom, Surrey. KK Stationers, 187 Edgware Road, London W2. Trowbridge Computer Shack, 8 Timbrell Street, Trowbridge, Wilts. Computers Plus, 65 High Street, Sittingbourne, Kent. Alan Sinclair, 9-11 Church Street, Basingstoke, Hampshire. Business Information Systems, Swan Square, Bridge St., Haverfordwest, Dyfed. Adrians Records, 36 High Street, Wickford, Essex. Sweetons Bookshops Ltd., 48 Fishergate, Preston, Lancs. Stockton Software, 10 South Road, Norton on Tees, Cleveland. Computer Centre, 17 Campbell Street, Belber, Derbyshire.

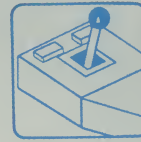
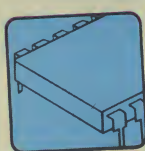
The COMPLETE

PART 1

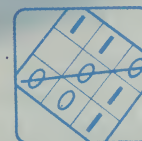
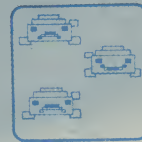
SPECTRUM

All you want to know about the world's best-selling computer

A Database
Publication



**AT LAST! The partwork more than 2 million
Spectrum owners have been waiting for!**
PART 1 NOW ON SALE AT YOUR NEWSAGENTS



In six monthly parts

£1.50

C+VG COMPETITION



It's rough, tough and very exciting. What is it? American Football, of course.

And Ocean hope to capture all the excitement of this complex sport with the release of their game Superbowl which should be hitting the shops right now.

So you don't miss out on the all-American action, C+VG and Ocean have come up with a superbowl competition for you to enter.

And we've got some great prizes for all you Spectrum, Amstrad and Commodore 64 owners.

The first 30 correct answers — 10 for each machine — picked will receive a copy of Superbowl plus a great American Football hat and sweatshirt. The next 45 correct answers for each machine will just get the game.

All you have to do to stand a chance of winning is to give the full names of the following teams.

Washington _____
 New York _____
 Dallas _____
 Miami _____
 New England _____
C+VG/IMAGINE SUPERBOWL COMPETITION
 Name _____
 Address _____

Tick your make of computer and sweatshirt size
 Spectrum ☐ Amstrad ☐ CBM 64 ☐ Small ☐
 Medium ☐ Large ☐



Send your answers to Computer + Video Games, Superbowl Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th February and the editor's decision is final.



The return of the legendary crusader - skillfully
fencing through screens of mystery and danger!

Zorro



Datasoft is a registered trademark of Datasoft Inc. Zorro is a registered
trademark of Zorro Productions © 1985 Zorro Productions.
The Goonies is a trademark of Warner Bros. Inc. © 1985 Warner Bros. Inc.
All rights reserved. © Warner-Tamela Publishing Corp. and Reila
Music Corp. All rights reserved. Used by permission. © 1985 Datasoft Inc.

From the
RICHARD DONNER
Production

THE

Based on the Story
by
STEVEN SPIELBERG

THE GOONIES

Exciting Multiscreen Action and Adventure!



COMMODORE 64	DISK	£14.95
AMSTRAD	CASS	£9.95
ATARI • BBC		
SPECTRUM 48K	CASS	£7.95

Datasoft



COMMODORE 64 • ATARI • SPECTRUM 48K • AMSTRAD • BBC

ADVENTURE

NEWS

WELCOME TO STEVE

This month we welcome an adventurer of some years' experience, Steve Donoghue, to join the Helpline team to help us cope with the ever-increasing volume of readers' letters. Steve, who lives in Sunderland, will also be contributing to the Adventure Reviews section on a regular basis.

Steve is hardly a stranger to C+VG readers. His name first appeared in the November 1983 issue, in connection with an apparently immovable horse in Scott Adams' *Ghost Town*.

Desperate and heart-rending letters from Steve, for help with *Ghost Town*, regularly fell upon the C+VG doormat.

So critical did I diagnose his condition to be, that only the most drastic treatment could be considered — I sent him my home phone number, which he used late at night when the malaise gripped him.

He was, in fact, suffering from a Lack of Locations Syndrome, about which he was later to

report, in the March 1985 issue.

Steve has written reviews from time to time, and his most recent contribution to C+VG was a feature on mapping in the December *Book of Adventure*, in which he took a most original approach to advise readers on techniques for improving their adventure map-making skills.

ORCSBANE

C+VG reader Nick Walkland was planning a new adventure 'Fanzine' called *Orcsbane* for some time and wrote to warn me about it. Before I could catch the postman and tell him to push off, he had slipped a copy through the C+VG letter box!

I therefore felt obliged to leaf through it in a rare moment of idleness, and my first impression was how thick it seemed for a mere 50p. I soon discovered that was because the crafty Nick had stapled one set of pages in twice!

Perhaps it was coincidence that the doubled-up pages contained a review of Adventure Clubs by 'Rob'. The C+VG

Adventure Club comes bottom of Rob's list — '... this isn't worth the paper it's printed on ... he has the best Adventure Corner in any British magazine, and the worst club effort ...' However, Nick, the Ed., intervened to add: 'Actually, the C+VG Club works out for the postage only ...' I don't know whether to feel insulted or complimented!

The first issue of *Orcsbane* contained 28 pages (32 if you count the extras!), costs 50p, and is run on a non-profitmaking basis. Containing about 10 reviews of adventure games ranging from 'getting on a bit' to 'right up to the minute', it also has its own Helpline, a number of feature articles, and a well-drawn cartoon strip featuring 'Sherlock Shomes'.

There is artwork throughout, which breaks up the fairly dense text — making it more digestible, and a zany streak of humour running through it's pages, which gives it a nice 'clubby' atmosphere.

Altogether, I was impressed. If you are interested in getting hold of the next bi-monthly-ish issue, send a 50p postal order to Nick Walkland, 84 Kendall Road, Sheffield S6 4ZH.

THE DECEMBER BOOK OF ADVENTURE

Did you spot the delightful mistake? Deliberate? Well, ...

WHERE WAS BUCKAROO?

We referred to a small preview of *Buckaroo* Manual on page eight of the supplement. That was the dreaded Melville's whimsical thinking — space limitations prevented the preview from appearing! But to make up for it, read all about *Buckaroo* — plus a few other games that have not appeared in the UK — in this issue!

VILLAGE OF LOST SOULS

In the review of this BBC Adventure, we omitted to mention that it is available by mail order only from the publishers, Magnus, 1 Tavon Clark, Dunmugham, Worthing, W Sussex BN13 3TD, price £9.95 including postage and packing.

MAIL BAG

Dear Keith,

I own a TI994/A and the new Enterprise machine. I have almost exhausted the supply of Scott Adams Adventures for the TI, and I must recommend the module *Return To Pirate's Isle*. It is great, the only one with 'stunning graphics' for the Texas.

Do you know if Adventure International are planning to convert any of Scott Adams games, especially the *Questerobe* series, onto the Enterprise? I have only been able to play these with Spectrum friends, and they are becoming more determined to solve them for themselves!

Enterprise adventures are not too plentiful at present, up to now I have only managed to obtain *Emerald Isle* and *Dungeon Adventure* from Level 9, which I have completed. Will you be producing reviews for the Enterprise, as I'm sure other owners would like more knowledge of adventures?
Ian Goodsall,
Norwich.

Keith's Reply:

Many companies do not support a machine until a minimum number of units have

been sold in the UK, in order to secure a reasonable return for the cost of conversion and initial duplication costs. To their credit, Level 9 is unique in producing very quickly, conversions of their software for almost every micro that has a significant following.

There are no plans at present for Enterprise versions of the *Questerobe* series, but obviously, if more Enterprise computers are sold, more software will start to appear for it from different sources. Watch out for *Mordon's Quest* in an Enterprise format. That is one not to be missed, and is available now!

Dear Keith,

While we thank Jim Douglas for his review of our game, *Village of Lost Souls* in the December Adventure Supplement, we would like to reply to a couple of complaints he made.

Firstly, the reason for the confusion over location exits is, in fact, because he had fallen foul of one of the first traps in the game, which can have the effect he mentioned. Hint — The boots he found do not function

as he thought.

Secondly, the program makes use of all the memory it can, but does not use any OS work areas. The only way we can think of a ROM interfering with play, is if it is active in the background and is relying on some Basic language storage locations.

If this is the case, perhaps Jim could let us know which ROMs he has, and we will do our best to rectify any problem they may inadvertently cause.

Martin Moore and Glen McCauley,
Magus,
Worthing.

Keith's Reply:

Jim's Beeb is stuffed to overflowing! He has *Wordwise*, *Graphics* and *Printmaster* (all from Computer Concepts), *Micronet*, *Viewdata* (for bulk uploading to Prestel), *Prestel* (Acorn), *AMX Mouse* and *DFS* (Acorn). That's all he can think of for the moment, anyway!

Dear Keith,

We would like to thank Paul Coppins for his excellent review of our adventure — *Project X The Micro Man* (C+VG November). We were pleased to

see that he played the same right the way through to the end, something which many reviewers tend not to do!

We were delighted that he thought the split-screen graphics were good, but unfortunately no credit was given to the co-author of the game, Jon Lemmon, who was responsible for these.

Project X was written using Gilsoft's *Quill* and *Illustrator* in conjunction with a new product from Gilsoft called *The Patch*. We were able to use this prior to its launch due to the fact that we know the author Phil Wade.

We are now working on a sequel to *Project X*, and will send you a copy as soon as it's complete.

Jon Lemmon and Tim Kemp,
Compass Software,
Norwich.

Keith's Reply:

Ah, if we could but always play a game right to the end in time for a review! But Paul is our secret weapon, and he has most games wrapped up before the tape has had time to rewind! Looking forward to the sequel, and I hope we get the credits right next time!

ADVENTURE

HELPLINE

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

HELP!

Got a problem?
Don't suffer in
silence. Write to
Keith Campbell's
Adventure
Helpline,
Priory Court,
30-32 Farringdon
Lane, London
EC1R 3AU.

PLEAS FROM PLAINTIVE PLAYERS

I have been getting letters about the **Fourth Protocol**. Perhaps we made a mistake in including the review of the game in the Adventure section. Although definitely a "mind game" it can't really be described as an Adventure.

This makes it difficult to catalogue the clues to dispense to readers, and so those players who are in trouble with the game should watch **Ideas Central** for tips on the strategy to adopt.

Meanwhile, the latest pleas come from L. Bailey of Egremont in Cumbria, who wants to know how to enter CECOM's files stored at Blenheim, and from Sean Connolly of Holywell, who asks: "What is the answer to Sir Anthony's question?"

Mark Rendle of Chessington is seeking Arka the dwarf, so that he can kill him, and thus finish off **Greedy Dwarf** as well. Dwarf followers — where is he?

Philip Baydell of Westerham in Kent, is still battling **El Diablero** a year after he was recommended it by Simon. Now he can stand being driven mad no longer, and is desperate to know how to kill the coyote, where he should dip the twig, where the beetles are, and how to get into the chasm after getting the skull. Now I see why Simon left in such a hurry. . . .!

"Tell Catface of Bexley he isn't paranoid," says Ruth Bingham. She has the same problem as him, in Arthurian **Eureka**, and is wondering if she might be able to use the cloak at the marsh.

"A person as omnipotent as your god-like self obviously has very important things to do, like making sure the sun rises in the morning etc", *Hello, wait for it*. "But if you could find a nano-second or three to help one of your more worshipful and less intelligent subjects I will perform an extra special sacrifice to your all-powerful self. How do I survive the system of caves in the abysmal **Invincible Island**?" writes Mark Hardwidge of Tonypany. "If I can find the cat, I will perform the sacrifice, although the fur still hasn't grown back since last time, you know!" he adds, in the worst possible taste.

Jason Nicholls has 100,000

things he would like to say when the genie says to him: "What is your wish, master?" But he doesn't know which one he should choose for his reply! He is in **The Magic Mountain**, where else?

James Smith was stuck up the loft in **Terrormolinos**, unable to escape. A silly problem this. An example of poorly thought out commands. What James needed was the word **DOWN STEPS** — a sentence without a verb, and a disgrace to any game that calls itself an Adventure. That's why I decided to answer James' problem "in the clear".

Can anyone tell Stuart Elflett (see News from Afar) where to find the Red Jewel in **Ring of Power**?

John Macciocci's main mission in life at present, is the electrifying **Mission 1**. He's having trouble with the ventilation shaft to the first floor, which he cannot escape without a severe dose of electrocution.

Another electrical problem is a fence, and this time the came is **Upper Gumtree**. How can Steve King of Poole get Wally's gloves and turn the fence off? Steve adds that he cannot get any help from the Gypsy, despite crossing her palm with silver and giving her a teacup. "I find Upper Gumtree a very good game, but have never seen it mentioned anywhere," writes Steve. Look up the April 85 issue, Steve, and you'll find the review! Where have you been?

Richard Greenwood of Stockport has got a few riddles that are making **Riddler's Den** live up to its name! He thinks that the plinth and the mouthwash will help him to get past the fallen gargoyle with the sore throat. To this end, he seeks advice on how to get the plinth and the red dragon.

A problem of a different sort comes from Ann Roest. Recently retired, she seeks not only the whereabouts of the mouse in **Sphinx**, but also adventure freaks in the Chalfont St. Peter area of Buckinghamshire! Write to me c/o the Helpline, and I will pass your letters on to Ann.

Just while he was trying to get the Aramaic phrase book, a tree fell on Toby Blake's head.

He tried his hand at getting hold of the jester's hat, only to find himself frizzled into a pile of bath salts!

Of course, he was playing **Quest for the Holy Grail**, and this dotty game is sending him potty! Who can help him with a translation and a laugh?

NEWS FROM AFAR

The "points bug" in **Castle of Terror** has a counterpart in **Pub Quest**, so writes Stuart Elflett from Toogoolawah. In case you're not quite sure, Toogoolawah is, of course, in Australia. "Keep moving west then east, and your score will climb," says Stuart!

Stuart runs an Adventure Club Newsletter in his native Queensland, with the help of Jamie Osborne of Western Australia, and he sent me a copy. With its own Helpline, the top adventures for unsolved problems down under at the moment are: **Thermonuclear Wargames**, **Asylum**, **Hulk**, **Valkyrie 17**, and **Institute**. **Asylum** comes in for a full page in Australian **Commodore Review**, in the form of a letter of tips and questions, sent in by Stuart.

From Italy I was sent two pages from **VIDEO GIOCHI** (Video Games) headed "L'AVVENTURA — La "pagina amica" per tutti gli avventurieri elettronici," which means the "friendly page" for all electronic adventurers. Giancarlo Fantechi of Como explains how the pages are laid out. There is a review, **Wishbringer** from Infocom, a list of "super-adventurers" — a sort of Hall of Fame, a selection of readers adventure problems, and hints.

It's all very like our own adventure scene.

The current games troubling readers are similar, too, featuring **Zork**, **Aztec Tomb**, **Golden Baton**, **Planetfall**, and **Zim Sala Bim**.

But there is one section that intrigued me: **Piccolo dizionario dei sinonimi**. This is a list of English verbs commonly used in Adventure games, with their Italian infinitives, followed by a list of English synonyms.

So that's how they do it!

T-SHIRT ROLL OF HONOUR

T-shirts for interesting letters and extra-helpful hints, go to: Mark Renshaw of St. Helens, Robert Arnold of Whitchurch, Bryn Lucas of Colchester, Ann Roest of Chalfont St. Peter, and Giancarlo Fantechi of Como, Italy.

ADVENTURE

CLUES



Credits this month for contributing to the clues, from Toby Blake of Inverness, Tony Norris of Woking, Jason Nicholls of Bradford, Stuart Ellett of Queensland, Steve King of Poole, Bryn Lucas of Colchester, Reiner Wald of Bonn, Alan Maudlin of Peterborough, and others whose names got buried under a pile of readers letters.....!

Get a spear and have a break, To find the Drac's heart-piercing stake.

CASTLE OF TERROR:

Go and open the iron door, and get Boris to kill the guardian for you, or use his gun to do the deed yourself.

FANTASIA DIAMOND:

To purchase a boat, take statuette from banquet hall, and have a good feast, but don't go upstairs!

EUREKA ARTHURIAN:

Check the Sultan's jacket to sleep in Sultan style, Look at Sultan's fireplace to escape with treasure pile.

BIM: ZIM SALA

You need to summon help to escape from the willow!

BORED OF THE RINGS:

In the circular passageway is a wall that can be chopped down. After hacking the electrician to pieces and getting the fuse, try and kill the hypochondriac. Close all the doors, ten on each side, using the silver card, to get a present from the footsteps.

(TRS-80):

ASYLUM 2

Say something to get past the tramp.

PUB QUEST:

Cut the ropes to free the skeleton, for missiles to defeat the scaly thing. Wear gloves, get fungus — goodbye slug!

ANDROMEDA:

FROM

MESSAGE

VALKYRIE 17:

Unlock and open the door with the key. It's at the dead end, S and W of the pit. Be shadowed to canyon by crab, then shout! Then check north of rockpool.

JEWELS OF BABYLON:

Code for the tipped note:
A=I B=N E=U F=M G=D H=E
I=V K=S L=O M=K N=A P=G
Q=D R=B S=H T=R U=T V=W
W=L X=P Y=P.
Code for the stung note:
A=M C=R D=B G=D I=O
K=T L=W O=P P=L R=U S=A
U=E W=S X=N Y=T Z=Y, and then read it backwards!

SHERLOCK:

You need the lathe retaining bracket from the industrial estate, before getting on the train.

HAMPSTEAD:

GOOD BYTE

SPECTRUM

GAME	RRP	OUR PRICE
THINK.....	7.95	5.95
REALM OF THE IMPOSSIBILITY.....	8.95	6.70
BLADE RUNNER.....	8.95	6.70
SKY FOX.....	8.95	6.70
SPITFIRE 40.....	9.95	7.45
"V".....	7.95	5.95
STREET HAWK.....	7.95	5.45
KNIGHT RIDER.....	7.95	7.45
B.MAC BOXING.....	9.95	7.45
BATTLE OF THE PLANETS.....	9.95	7.45
SIR FRED.....	9.95	7.45
3 WEEKS IN PARADISE.....	9.95	7.45
SURF CHAMP.....	11.95	8.95
PANZADROME.....	7.95	5.95
INT. KARATE.....	6.50	4.25
RAMBO.....	7.95	5.95
ELITE.....	14.95	11.20
LORD OF THE RINGS.....	15.95	11.50
SWEET'S WORLD.....	7.95	5.95
FRIDAY THE 13th.....	8.95	6.70
NOW GAMES 2.....	8.95	6.70
CRITICAL MASS.....	7.95	5.95
SUPERBOWL.....	7.95	5.95
TAU CETI.....	9.95	7.45
STAR QUAKE.....	7.95	5.95
SOUTHERN BELLE.....	7.95	5.95
YIE AR KUNG FU.....	7.95	5.95
GOLD RUN.....	7.95	5.95
EXPLODING FIST.....	7.95	5.95
THE FORCE.....	9.95	7.45
EVIL CROWN.....	9.95	7.45
ARENA.....	9.95	7.45
BACK TO SKOOL.....	8.95	5.20
GUN FRIGHT.....	9.95	7.45
CYBERUN.....	9.95	7.45
ZOIDS.....	7.95	5.95

COMMODORE 64

GAME	RRP	OUR PRICE
SPY HUNTER.....	9.95	7.45
KAISER.....	7.95	5.95
URIDIUM.....	6.95	6.70
SPACE CLOUT.....	8.95	6.70
CAUSE OF CHAOS.....	8.95	6.70
WILD RIDE.....	8.95	5.20
"V".....	8.95	6.70
STREET HAWK.....	8.95	6.70
KNIGHT RIDER.....	8.95	6.70
BOUNDER.....	9.95	7.45
MIND SHADOW.....	9.95	7.45
KORONIS RIST.....	9.95	7.45
NIGHT SHADE.....	9.95	7.45
OUTLAWS.....	9.95	7.45
MERCENARY.....	9.95	7.45
MUGGSY'S REVENGE.....	8.95	6.70
SCARABEUS.....	9.95	7.45
FRIDAY THE 13th.....	8.95	6.70
SUPERMAN.....	9.95	7.45
ENIGMA FORCE.....	9.95	7.45

THE MUSIC STUDIOS.....	14.95	11.20
ELEKTRA GUIDE.....	8.95	6.70
ZORRO.....	9.95	7.45
ZOIDS.....	6.95	6.70
GOONIES.....	9.95	7.45
WORM IN PARADISE.....	9.95	7.45
LITTLE COMP. PEOPLE.....	9.95	7.45
GERRY THE GEM.....	7.95	5.95
BLADE RUNNER.....	8.95	6.70
REVS.....	14.95	11.20
"Z".....	9.95	7.45
WINTER GAMES.....	9.95	7.45
SABRE WULF.....	9.95	7.45
UNDERWURLD.....	9.95	7.45
ELITE.....	14.95	11.20
RAMBO.....	8.95	6.70
STARION.....	9.95	7.45
D.T.S.T.....	8.95	6.70
SCALETRIX.....	12.95	9.70
FIGHT NIGHT.....	9.95	7.45
ROCK 'N' WRESTLE.....	9.95	7.45

AMSTRAD

GAME	RRP	OUR PRICE
"V".....	6.95	6.70
STREET HAWK.....	8.95	6.70
KNIGHT.....	6.95	6.70
SPITFIRE 40.....	9.95	7.45
SKYFOX.....	9.95	6.70
TAU CETI.....	9.95	7.45
ELITE.....	14.95	11.20
FRIDAY THE 13th.....	8.95	6.70
WHO DARES WIN II.....	8.95	6.70
ROCCO.....	6.95	5.50

MSX

GAME	RRP	OUR PRICE
KNOCKOUT.....	7.95	5.95
HYPER RALLY.....	14.95	11.20
PING PONG.....	14.95	11.20
ROAD FIGHTER.....	14.95	11.20
TENNIS.....	14.95	11.20
YIE AR KUNG FU II.....	14.95	11.20
HYPER SPORTS III.....	14.95	11.20

QUICKSHOT II NOW ONLY £8.50

ALL PRICES INCLUDE P&P

Goodbyte offers some of the most competitive prices for software available. If you don't see the game you require listed, please ring for the most up-to-date news on releases and back catalogue files on 01-731 4607.

PLEASE NOTE IF OUR ORDER EXCEEDS £50

YOU GET 10% FURTHER DISCOUNT

SEND CHEQUE/P.O. TO

GOODBYTE

UNIT 10-11

IMPERIAL STUDIOS, IMPERIAL ROAD
LONDON SW8 (TEL: 01-731 4607)

L.A. BRUCE



Bruce's Armlocks can really spin you out.

ROCK'N' WRESTLE



NEW!!!
LOW COST
SHORT TERM FINANCE
NOW AVAILABLE

Compumart

Mega Deals



Best Price for
ATARI HARDWARE
in the U.K.



Atari 130XE Computer

£119.⁹⁵
+ £3 p&p

Atari 1050 Disk Drive
(with FREE Home File Manager, Payoff
Adventure, Demo Disks & 10 FREE
Blank Disks)

£129.⁹⁵
+ £3 p&p

Atari 1027 Letter Quality
Printer (with FREE Atari Writer)

£145.⁰⁰
+ £3 p&p

Atari 130XE, 1050 Disk Drive
& 1027 Letter Quality Printer
(with FREE Home File Manager, Payoff
Adventure, Demo Disks, Atari Writer
& 10 Blank Disks)

£350.⁰⁰
+ £5 p&p

Goods despatched : SAME DAY — PARCEL POST

12 Month Warranty : ANY PRODUCT FOUND TO BE DEFECTIVE WITHIN 12 MONTHS OF
PURCHASE WILL BE REPLACED — FREE OF CHARGE

CONTACT US NOW FOR THE LATEST
PRICES + AVAILABILITY OF ALL
ATARI PRODUCTS



Best Prices for
BLANK DISKS
in the U.K.

Top Quality 5 1/4" Bulk Packed Disks
(Hub-Ringed and in White Envelopes with a Lifetime Warranty)

FREE!!! Plastic Library Case worth £2
when you buy 10 Disks

FREE!!! Perspex Disk Storage Box worth
£10 when you buy 50 Disks

10 — 5 1/4" Single Sided/Double Density
Blank Disks (with FREE case) £9.⁹⁵
+ £1 p&p

10 — 5 1/4" Double Sided/Double Density
Blank Disks (with FREE case) £13.⁹⁵
+ £1 p&p

50 — 5 1/4" Single Sided/Double Density
Blank Disks (with FREE Storage Box) £49.⁹⁵
+ £2 p&p

50 — 5 1/4" Double Sided/Double Density
Blank Disks (with FREE Storage Box) £69.⁹⁵
+ £2 p&p

GOODS DESPATCHED : Same day 1st Class Post
MONEY BACK GUARANTEE : If you are not completely
satisfied with your purchase we will either exchange
your disks or give a FULL REFUND — that's the
Compumart Guarantee.

Please send cheques/postal orders to :
Compumart, (Dept CV)
71 Gracedieu Road, Loughborough
Leics. LE11 0QF

Compumart... Compumart...
0509-262259
HOTLINE... HOTLINE... HOT

ADVENTURE

REVIEWS/1

SEAS OF BLOOD



- **Supplier:** Fantasy Software/AI
- **Machine:** Commodore 64, Spectrum 48k, Amstrad
- **Price:** £9.95

Written by Mike Woodroffe and Brian Howarth, and based on the Fighting Fantasy series of books by Steve Jackson and Ian Livingstone, this is the first of a new adventure series on the Fighting Fantasy Software label, from Adventure International.

AI's Adventure System, using split screen text and in-memory graphics, is now familiar to many adventurers. It was used to create *Gremkins* and *Robin of Sherwood*, as well as the UK conversions of Scott Adams' games. It is slick and fast, providing an attractive framework upon which to build an adventure story, and stands up well in this new series.

You are the captain of the pirate vessel *Banshee*, and for a successful voyage you must return 20 treasures to the top of a mountain at the southern end of the Inland Sea. The sea is a seven by thirty grid, and the ship can be sailed by the commands *SAIL* (direction).

You can leave the ship to go pillaging on land — should you sight it! Mind you, on land you may not find the plundering too straightforward, for as well as some typical adventure problems, you are likely to meet some stubborn resistance from natives, ghouls, and ghosties. Some of these attack, rather to my disappointment, zapped me right out of the game without warning. I suppose I should have known better than to annoy them!

During a fight, the program

enters a combat mode in which the lower half of the screen depicts two dice and displays and updates the relative skill and stamina of the opponents, giving a commentary on the details of the battle. When on land the adventurer can chicken out and run, by hitting *X*, but at sea the fight must go on to the bitter end. During the many times I played the game luck was nearly always on my side. I am told there is worse to come, so perhaps it wasn't luck, but intended. However, I have never found computer 'fights' based on random numbers particularly credible, so I looked upon a fight as a somewhat risky way to obtain a treasure or find a hidden exit.

Sailing the seas can be interesting, for as well as finding land to explore, there are wrecks

to be plundered and respectable ships to be burned and looted, not to mention skirmishes with other ships.

But all is not looting, pillaging and plundering — there are some real problems as well! What do the sea Sprites want? What's the best way to defeat a zombie? Aha, and there's 'the traditional red-herring in there somewhere, too' Mike Woodroffe told me!

All this combines with excellent graphics to make a very good adventure, easy enough to get into — but it's not so simple to tie things up on the mountain top!

Keith Campbell

● Vocabulary	8
● Atmosphere	8
● Personal	8

WINNIE THE POOH

- **Supplier:** US Gold/Sierra
- **Machine:** Commodore 64, Disk
- **Price:** £14.95

Unashamedly a game for kiddies, *Winnie the Pooh* is set in the Hundred Acre Wood. All the residents of the wood have lost something, and are waiting for someone to return it to them.

Become their hero, by returning all the objects, and have Christopher Robin and his friends throw a party in your honour!

Pooh starts in the company of Teddy and a pile of bricks in Christopher Robin's playroom, after a short title screen to the accompaniment of the well-

known Winnie the Pooh tune. A novel feature is hidden in the toy box, for inside is a disk, and it is here to where the player must return to save the game position.

Once in the woods, when you meet up with one of the characters, you are given a clue about what object he wants. For example, Mrs. Kanga is neat and tidy, so if you come across a broom... And there's her son Roo, who loves playing in his sandpit.

When the correct object is dropped by the appropriate character, the player is rewarded with a little tune. However, the objects change from game to game, making this a game that can be played over and over,

without being an exact repetition.

There are hazards too. If Tigger gets hold of you, he will bounce you to a random location. Sometimes the wind blows, (you can hear it) and scatters all the remaining objects to different locations. On other occasions, a mist comes down and you lose your sense of direction.

This is a very easy game for youngsters to play. After short text narratives, the player is given a number of options and suggestions about what to do next.

At the successful conclusion of the quest, Christopher Robin invites the player to his party — but the location has to be

discovered! It is worth it, too, for here is a picture that is a joy to behold, and a tune to congratulate the junior adventurer.

The graphics are excellent, quick to load and draw (especially for a Commodore), full of colour, and in a cartoony style worthy of the Disney name on the label. Altogether, a game to be highly recommended for younger children not yet into full-blown adventure games.

Keith Campbell

● Vocabulary	N/A
● Atmosphere	8
● Personal	10

REVIEWS/2

SOULS OF DARKON

- **Supplier:** Taskset
- **Machine:** Amstrad, Commodore 64, Spectrum
- **Price:** £7.95, cassette

The brief background story to this game is rather ludicrous, for you are cast as a bionic warrior on the planet Megron, laid waste by the evil Darkon. With nothing but a faithful robot watching over you, you are presumably (for it doesn't say as much) sent to find and overthrow Darkon.

The environment in which you find yourself will pass for good old mother Earth anyway, with trees and mushrooms, not to mention a log hut complete with woodman, the remains of a brewery, a blacksmiths, and the odd fountain and monument here and there.

The game takes a bit of getting used to, as the text is so horribly gothic that it is almost indecipherable at first.

The screen has an unusual layout, the top half describing the location in a narrative sort of way, with a picture below it to the left. The computer's replies are shown to the right of the

picture, whilst the player's commands are entered at the bottom of the screen.

Since the descriptions are narrative, it is necessary to type LOOK for a list of exits and objects. There are three facilities for HELP. One is to simply type the word, but more often than not you will be referred to the other two methods: LEGEND and VOCAB. The latter is simply a list of the valid words, whilst LEGEND may tell you a bit about the background of the location.

The graphics are a let-down, consisting of blue line-drawings on a green background, but they are fast, and they do serve to identify where you are without the necessity of having to struggle through the location text.

There are a couple of characters to be found early in the game — a toiling woodman, and a guide. Both seem rather wooden, for I have not found a way to make them listen yet, let alone engage in a useful conversation, despite paying the guide for a service — he just accepts the money and then

continues to ignore me! Perhaps I am using the rather limited vocab in the wrong way.

There seems to be a glitch or two with the replies, as when having typed GO OUT to leave the hut, the 'narrative location' text told me I was hovering over a swamp, yet the picture showed I had remained in the hut, a fact confirmed by the subsequent reply to typing

LOOK. One or two other strange messages appeared from time to time, as well.

For all that, the game is quite a good one when you get used to it.

Keith Campbell

● Vocabulary	6
● Atmosphere	7
● Personal	6



BUCKAROO BANZAI

Over the next few months, I will be bringing you previews of some games that are being enjoyed by Adventurers in faraway places.

The revelation that a Scott Adams game named **Buckaroo Banzai** has been on release in the US for some 18 months, yet not seen over here, will no doubt have Scott's European fans drooling in anticipation, and possibly somewhat hurt that they haven't been privy to this secret.

Buckaroo Banzai is a strange title, you might think. However, it is based on the exploits of the hero of a Twentieth Century Fox film of the same name, shown in the US

during 1984, but not yet released in the UK.

Buckaroo, half American, half Japanese, is a brilliant ex-neurosurgeon, who discovers a dimension passage through space with the aid of his jet-car, a vehicle able to travel through solid matter. Using his amazing car, he comes across the Lectoroids — a race of aliens who threaten the entire world.

Disposing of this menace in the film, Buckaroo is about to set off on a well-earned holiday,

only to have his plans disrupted. Before they left, the Lectoroids planted a nuclear device deep inside the Kyn mountain in Arizona. Any attempt to disable it will result in its detonation.

Telephone communication has been cut in the ensuing mass panic and evacuation of the area. The President charges Buckaroo with the task of saving Arizona. "Buckaroo, I want you to..." And this is where you take over — the adventure now starts.

From the Yoyodyne office in Trantham, just by the Kyn mountain, you set out to see what's what. On a parking lot by the mountain rests your jet car, but with no fuel or battery. A deserted gas station yields a battery — but it is flat! A supermarket holds a few useful objects, as does a shack on a deserted road.

Scott is fond of the shack as a location, have you noticed? First there was the grass shack in **Pirate**, followed by the all-important Radio Shack (surely a double entendre for TRS-80 owners?) in **Ghost Town**. Next, chronologically, is the **Buckaroo** shack, making three, but Scott's shack makes yet another comeback in **Questprobe Three**, right next to the tar-pit.

Back with Buckaroo, his first problem seems to be to get the jet-car working. All the items seem to be there — but how do

you fit them together?

Meanwhile, on a different tack, a spot of digging must be called for — Buckaroo has come across a spade. Here is an utterly unexpected and quite original digging problem, accompanied by equally impressive animated graphics.

The version of **BB** that I played was in Sagaplus format on a Commodore 64 disc, available at present only in the States. Will it be seen over here? I spoke to Mike Woodroffe of Adventure International UK. "We're waiting for the film," he explained. "It's sitting over here in cans, waiting for Thorn-EMI to release it!"

However, there are some doubts about the future of **BB** in the UK. I asked Scott how the film was received in the US. "It was released during the '84 Olympics," he explained. "Everyone was either watching the games, or getting out of doors to enjoy the good weather. They weren't going to the movies! But it did develop a sort of cult following, rather like **Rocky Horror**."

Personally, Scott admitted he saw it three times before he began to understand it.

So will we be seeing **Buckaroo Banzai**, the adventure, in the UK? As things stand, that is entirely in the hands of the film distributors.

Keith Campbell



THE ULTIMATE GAMES FOR THE COMMODORE 64



Sabre Wulf, Underwulde and Nightshade are available on the Commodore 64 at £9.95 inc. VAT



Firebird Software Wellington House Upper St Martin's Lane London WC2H 9DL

MAIL ORDER

Please state name of game and numbers required. Enclose crossed cheque/P.O. made payable to FIREBIRD SOFTWARE. All offers are subject to availability. Orders are despatched promptly. All prices inclusive of VAT and postage.

* FREEPOST FIREBIRD, Wellington House, Upper St. Martins Lane, London WC2H 9BR



Firebird is a Trade Mark of British Telecommunications plc.

SPECTRUM TITLES

SOFTWARE

THE DRIVE-IN	£2.75
CODENAME MAT	£3.75
LINKWORD FRENCH	£2.50
LINKWORD GERMAN	£2.50
MAGNETS (EDUCATIONAL)	£1.95
THE BULGE	£5.95
PENETRATOR	£2.95
SURVIVAL (EDUCATIONAL)	£1.95
SMALL BUSINESS ACCOUNTS	£3.00
HUNTER KILLER	£2.95
UNDERWORLD	£4.95
SCRABBLE	£3.00
AUSTERLITZ	£8.75
ARNHEM	£7.75
WATERLOO	£8.75
DESERT RATS	£8.75
THEIR FINEST HOUR	£8.75
TINY TOUCH 'N GO (typing tutor)	£4.00
EUREKA	£3.50
DOOMDARK'S REVENGE	£4.95
LORDS OF MIDNIGHT	£4.95
VALHALLA	£3.50
SHERLOCK	£5.50
PSYTRON	£2.95
HAMPSTEAD	£4.95
ABERSOFT FORTH	£4.95
HORACE GOES SKIING	£1.00
BRAXX BLUFF	£1.95
PROJECT FUTURE	£2.95
SYSTEM 15,000	£2.95
PYJAMARAMA/AUTOMANIA	£5.95
STOP THE EXPRESS	£2.95
CONFUZION	£2.95
TERRAHAWKS	£2.95
HURG	£4.95
WAR OF THE WORLDS	£4.95
SELECT 1 (12 games)	£3.95
XAVOIR	£2.95
HIGHWAY CODE PROGRAM	£2.95
GET SET (EDUCATIONAL)	£2.95
NUMBER FUN (EDUCATIONAL)	£2.95
FAIRSHARE (EDUCATIONAL)	£2.95
PAT THE POSTMAN	£2.95
GHOSTBUSTERS	£4.95
ASTRONOMER II	£8.75
ANDROID ONE	£1.95
ANDROID TWO	£1.95
CYCLONE	£2.95
T.L.L.	£2.95

BACKPACKERS GUIDE	£2.95
KOKOTONI WILF	£2.45
CRAZY CAVERNS	£1.95
NIGHTFLITE	£2.45
SHADOWFIRE	£5.45
DAY IN THE LIFE	£2.95
RUNES OF ZENDOS	£2.95
SUBTERRANEAN STRYKER	£1.95
DRAGONTORC	£4.95
MONOPOLY	£8.75
THE ARTIST	£11.75
BRIDGE PLAYER II	£8.75

PACKS

Please quote pack contents in order

★ VU CALC, VU FILE, VU3D	£5.95
★ SHIP OF DOOM, PLANET OF DEATH, ESPIONAGE ISLAND, INCA CURSE, EMBASSY ASSAULT, REVERSI	£5.95
★ BACKGAMMON, 4D ARCADE ADVENTURE, BIORYTHMS, REVERSI, DEVILS OF THE DEEP, MANIC MINER	£5.95
★ SMALL BUSINESS ACCOUNTS, COLLECTORS PACK, CLUB RECORD CONTROLLER	£5.50
★ COSMIC CRUISER, BC BILL, PEDRO, ZZOOM, ZIP ZAP, ALCHEMIST	£3.95
★ WAR GAMES, INC. DREADNOUGHTS, PANZER ATTACK, RED BARRON, PARAS	£5.95
★ SPORTS PACK INC. SNOOKER, ON THE OCHE (DARTS), OLYMPICS, ST. ANDREWS GOLF, DERBY DAY, WORLD CUP FOOTBALL	£5.95
★ POOL, DUNGEON MASTER, TRANSYLVANIAN TOWER, INVINCIBLE ISLAND, THE MAGIC ROUNDABOUT, TIMEBOMB	£4.95
★ WINGED WARLORDS, OTHELLO, SPECTRUM SAFARI, CATERPILLAR, GERMAN IS FUN, LEAPFROG	£4.95
★ SPACE RAIDERS, TRAXX, HUNGRY HORACE, CATERPILLAR, SPELLBOUND, PLANETOLDS	£4.95
★ IT'S THE WOOLUF, THE ISLAND, HALLS OF THE THINGS, ROMMELS REVENGE, DUNGEON MASTER, INVASION BODY SNATCHERS	£5.95
★ CATTEL I.Q. TEST, SURVIVAL, MAGNETS, CHESS TUTOR, FORTH, FLIPPIT	£7.95
★ EXTERMINATOR, SPELLBOUND, MISSION	

IMPOSSIBLE, DIMENSION DESTRUCTORS, ARMAGEDDON, POOL	£5.95
★ FREEZE BEES, CYBER RATS, BRAIN DAMAGE, SPACE STATION ZEBRA, THE ISLAND, RUNES OF ZENDOS	£6.45

YOUNG LEARNERS & EDUCATIONAL PACKS

★ BRAINTEASER PACK INC. RIDDLE OF THE SPHINX, FIRST MOVES, SNAFFLE, WORD WIZARD	£5.95
★ 6-10 YEAR OLDS PACK INC. SUM SCRUNCHER, ROBOT RUNNER, WILD WORDS, A.B.C. LIFT-OFF	£5.95
★ 4-8 YEAR OLDS PACK INC. COUNT ABOUT, LUNAR LETTERS, HOT DOG SPOTTER	£4.95
★ MR T'S TELLS THE TIME, MR T'S MEETS HIS MATCH, MR T'S SIMPLE SUMS	£7.50
★ MR T'S NUMBER GAMES, MR T'S SHAPE GAMES, MR T'S MEASURING GAMES	£7.50
★ ROSE SOFTWARE PACKS INC. INTERMEDIATE ENGLISH 1, INTERMEDIATE ENGLISH 2, INTERMEDIATE MATHS 1, INTERMEDIATE MATHS 2	£5.95
★ YOUNG LEARNERS 1 INC. ABACUS, TELLING TIME, SHOPPING, SNAKES	
★ YOUNG LEARNER 2 INC. ANGLES, TABLES, DEDUCE CAPACITY, PRIMARY ARITHMETIC	£5.95
★ FIVE TITLES, INC. TRIGONOMETRY, EQUATIONS & INEQUALITIES, GEOMETRY, FRENCH VOCABULARY, PHYSICS	£6.95

PERIPHERALS

CURRAH SPEECH & SOUND	£19.95
SINGLE PORT INTERFACES	£7.95
QUICKSHOT II JOYSTICK	£7.95
COMMODORE JOYSTICKS	£5.00
DK 'TRONICS KEYBOARDS	£27.95 (£2.00 p&p)
ALPHACOM 32 PRINTERS	£29.95 (£2.00 p&p)
SAGA EMPEROR KEYBOARDS	£39.95 (£2.00 p&p)
SAGA ELITE KEYBOARDS	£74.95 (£2.00 p&p)
DK LIGHT PEN	£17.95
KEMPSTON CENTRONICS INT.	£37.95
SEIKOSHA GP50s	£69.95 (£2.00 p&p)

Mail Order Offer Only — P&P, 70p Software, 70p Peripherals (unless otherwise stated), 70p per tape overseas, £2.50 per pack overseas

COMMODORE 64 TITLES

SOFTWARE

MYCHESS II	£5.25
CEASER THE CAT	£3.95
HERO	£4.95
ZIMSALA BIM	£4.95
MOTOCROSS	£3.95
SUICIDE STRIKE	£3.95
JUICE	£3.95
HARERAISER	£2.95
PENETRATOR	£3.25
ASSEMBLER 64	£3.25
STELLAR 7	£3.95
J.S.W.	£4.25
GOODNESS GRACIOUS	£2.95
HAMPSTEAD	£4.95
ROCK 'N BOLT	£4.95
HUNCHBACK II	£4.95
INTERNATIONAL FOOTBALL	£4.95
JACK ATTACK	£3.95
AGENT U.S.A.	£3.95
HEATHROW A.T.C.	£4.25
CAD CAM WARRIOR	£4.95
64 BASIC PROGRAMMING COURSE	£4.95
CHEMISTRY BY LONGMAN 'O' LEVEL CSE	£4.95
PSYTRON	£2.95
FORT APOCALYPSE	£3.95
LORDS OF MIDNIGHT	£4.95
SHADOWFIRE	£5.25
PYJAMARAMA/AUTOMANIA	£5.95
SELECT 1	£3.95
SPY V SPY	£4.95

VALHALLA	£2.95
LOGO	£5.95
PILOT	£5.95
SIMON'S BASIC	£20.00
EUREKA	£2.95
EASY SCRIPT	£12.50
EASY FILE	£12.50
INTRO TO BASIC PT. 1	£5.00
QUO VADIS	£2.95
FIRE QUEST	£2.95

EDUCATIONAL TITLES BY COMMODORE

JUST £1.50 EACH	
PATHFINDER	
SPIRATES & SNOWMEN	
HUMPTY DUMPTY	
FACEMAKER	
GET READY TO READ	
MATCHMAKER	
LET'S COUNT	
GERMAN	
GEOGRAPHY	
COMPUTER STUDIES	
PATRICK MOORE'S ASTRONOMY	
FRENCH	
KNOW YOUR OWN I.Q.	
HISTORY 20th CENTURY	
PHYSICS	

WORDS WORDS WORDS	
BBC MASTERMIND	
ROB CARRIERS MENU PLANNER	

COMMODORE CARTRIDGES

JUPITER LANDER	£2.50
OMEGA RACE	£2.50
LE MANS	£2.50
PINBALL SPECTACULAR	£2.50
CLOWNS	£2.50

PACKS

★ AZTEC, ANCK, MR ROBOT	£4.95
★ MR T'S NUMBER GAMES, SHAPE GAMES, MEASURING GAMES	£6.50
★ MR T TELLS THE TIME, MEETS HIS MATCH, MR T'S MONEY BOX	£6.50

PERIPHERALS

COMMODORE JOYSTICKS	£5.00
VIC 20 PADDLES (PAIR)	£9.95
PROGRAMMERS REF GUIDES	£5.00
CURRACH SPEECH 64	£17.50
QUICK SHOT II's	£7.95
WICO TRACKER BALLS	£14.95

P&P: Software orders 70p, Peripherals 70p. Overseas add 75p per tape and £2.00 per pack.

Please state machine and pack contents

LOGIC SALES LTD

6 MIDGATE, PETERBOROUGH, CAMBS PE1 1TN

Telephone: (0733) 49696

ADVENTURE

REVIEWS/3

WORM IN PARADISE

- Supplier: Level 9
- Machine: All formats
- Price: £9.95

With *Worm* ends the saga of the colonists of Eridani, which started with their journey in the *Snowball*, led by Kim Kimberley. After her survival in *Return to Eden*, the plant has been tamed, and the colonists live in a high-tech utopia run by robots. Eden is a benevolent right wing bureaucracy in which there are no taxes, government revenue being raised by fines and health charges. If the general idea sounds familiar, then remember it is ruled by a woman, The Third Kim. Whilst no 'right-thinking' person would consider challenging the system, there is a thinking minority who dislikes it, and are branded 'potential socialists'.

The adventure starts in a garden, with beautiful lawns and full of fragrant flowers. Its walls, festooned with roses and other climbing plants, are seemingly unclimbable. An ever-growing worm might lead you out if you succumb to the temptation, but it will not take you far, and one way or another, Reveline will bring you to your senses, and you will find yourself in the city of Enoch.

Exploration of the city brings you to places like the museum, casino, theme park, and dozens more.

Questions gradually form, and produce a feeling of unease — that all is not well in the ultimate of civilisations. Questions, but no real problems bar your passage through the city. But if you are the nosey type — eventually something will click, and (if you

were sensible enough to play it) memories from *Snowball* will come flooding back. Then the problem is there, in the form of a puzzle — crack it and you may be on your way to the seat of power, to save the world.

Worm in Paradise is the first product of Level 9's new adventure system, and certainly in the presentation of text it is reminiscent of Interlogic, and Infocom system. *Worm* has a vocabulary of over 1000 words plus many abbreviations, yet this is all in memory! The range of commands understood is very flexible; full sentence and multiple complex commands are accepted, such as EXAMINE: ALL BUT THE TATTOO. When I first tried EXAMINE EVERYTHING I got a list which included descriptions of objects I hadn't even discovered!

The Silicon Dream trilogy is now complete, having spanned the evolution of Level 9's Adventure System from the original 2-work input, text only format in *Snowball*, through the introduction of graphics in *Return to Eden*, to this smooth and flexible new form of presentation.

Here is science-fiction-based political saga which you can just sit back and enjoy, or, if you prefer, involve yourself at a more challenging level in an attempt to reach the seat of power and save the world. Play it either way — I'm sure you'll agree it's superb!

Keith Campbell

● Vocabulary	9
● Atmosphere	10
● Personal	9

SNOW QUEEN

- Supplier: St Bride's
- Machine: Spectrum 48k
- Price: £8.95

Elation was not exactly my mood while this game based on the story by Hans Christian Andersen was loading, and a further blow was dealt by the appearance of a rhyme on the screen. It's all too ghastly to repeat, but it does give a brief idea of what the story is all about.

For those of you who don't already know it, I'll outline the plot. You play the role of Gerda, the female half of the supposedly

inseparable pair of Gerda and Kay, two frightfully nice kids. A decidedly freaky goblin had a fiendish idea — he made a mirror which made everything look horrible, except things that were already ugly, which it made appealing.

The mirror shatters, and two fragments become lodged in Kay's eye and heart. Kay becomes more obnoxious, and goes out to play with the big boys of the village. Suddenly, in a jolly large blizzard, Queeny appears, grabs Kay, and whisks him off to her pad in the mountains.

As Gerda, your daunting task in the adventure is to rescue your pal from the clutches of this icy dame, even though she may not be all that keen to be rescued! Well, despite being cast as a female, it doesn't sound too bad, does it? And in fact, it is quite pleasant to play.

There are some pretty standard puzzles, most of which involve doing 'the proper thing' — ie returning a lost purse to its correct owner. A bug of sorts lurks in this area; once you have returned the purse, the owner is perfectly happy to reward you, only to repeat cries of "Oh, now

where can it be?" the next time you return!

The game is in two parts, making a total of 64k, and Part two begins as you make your way towards the Ice Palace.

The *Snow Queen* probably won't achieve such chart success as a blood and guts adventure, and many gamers will no doubt find the story idea rather repulsive.

Jim Douglas

● Vocabulary	7
● Atmosphere	8
● Personal	6

BOOKS

- THE SPECTRUM ADVENTURER
- Mike Gerrard
- Duckworth £3.95

I'm not quite sure whether or not I agree with the idea of publishing complete solutions to adventure games. It takes the essential element of mystery out of a game if you know you only have to toddle along to W H Smith to learn all that has been baffling you. Perhaps it also reduces the sense of achievement felt by a player who finally cracks a game himself, knowing that people who have

finished it are two a penny, having bought the whole solution.

On the other hand, I suppose people who have been genuinely frustrated for many months, do have a right to know the answers to the mysteries for which they have paid, and so to be put out of their misery.

From the point of view of the author and publisher of a game, I suppose it is all right for their secrets to be revealed when the game has been around a long while.

In *The Spectrum Adventurer*,

Mike Gerrard provides 100% solutions, including complete maps, for four games: *Valhalla*, *Snowball*, *Twin Kingdom Valley* and *Urban Upstart*. For the latter three, the solutions are arranged as an index of problems, which are then looked up in the text that follows. *Valhalla* is presented in a slightly different format, with a fairly long introduction on the strategy to adopt, followed by a commented list of locations. All the maps appear as appendices at the back of the book.

As one would expect with

Mike's name on the front cover, the book is impeccably written in an easy style, and represents good value to anyone who is irretrievably stuck in even one of the four games. If you are just mulling over a sticky problem though, my experience is that a full solution to hand is too much of a temptation, and even the most determined adventurer will make the feeblest excuses to himself to look up something that is temporarily stopping progress!

Still, I suppose it would make my life a bit easier. . . .

Keith Campbell

Because of their complexity, Adventure programs are not easy to write. To do so, one must be very conversant with one's chosen programming language, be it Basic or Assembler, since the program carries out complex string operations to convert the player's English command into a machine usable form.

Most Adventure software houses and authors, perfectly capable of producing a machine code program, have their own Adventure System, enabling them to speed up the production of the finished game once the plot has been defined.

Here, Keith Campbell takes a look at two new utilities recently released for the Amstrad.

ADVENTURE CREATORS

THE GRAPHIC ADVENTURE CREATOR

- Incentive Software
- Amstrad CPC464, 664, 6128
- Cassette £22.95; Disk £24.95

Written by 19-year-old Sean Ellis, an undergraduate in Cybernetics and Computer Science at Reading University, this is a very clever and user-friendly piece of software.

Operation of the program is from a main menu, with separate options for the entry of verbs, nouns, adverbs, objects, room descriptions and messages, as well as three levels of conditions and graphics.

Entry of the vocabulary is simplicity itself — the user just types in each word, preceded by its reference number, on a line at the base of the screen, and presses ENTER. The number and word supplied are then inserted in alphabetical order into a list filling the major part of the screen above.

An arrow is positioned halfway down the list, pointing to the entry which will be made available to edit if ENTER is pressed with no text in the input field. The up and down cursor control keys are used to scroll the list against the arrow to effect the selection.

Room, objects, messages and conditions, have a slightly different form of entry. The user is prompted for the entry number, and then, in turn, the various parameters associated with it. With objects, for example, the description is first displayed. This can be edited if it exists, or will be added if it is a new one. On pressing ENTER, the room number in which the object is to start is shown, and this is followed by its weight.

Validation is carried out on the data as it is entered. For

example, when you add a new room, for example, you are asked the connections, and must enter the direction followed by the destination. If the direction has not already been supplied, the checking prevents this from being entered, and a message tells you why.

This error message, when I first encountered it, led me to the horrific discovery that the direction must be entered on the VERB list! Thus to go east, if an allowable abbreviation is to be E, then E must be included as a verb. I also concluded that the verb list, or at least a verb to be used elsewhere, must be entered first, a point that I was unable to spot in my pre-publication copy of the manual.

There is a way round this problem, however. Should the player be allowed to be long-winded and type GO EAST, those words must be included on the verb and noun lists respectively, and the resulting movement must be entered as a condition in the 'local' condition list applying to a specific room.

There are three levels of condition: Local, applying to a specific location; Low Priority; and High Priority. These are entered in a form resembling a high-level computer language: IF (VERB 6 AND NOUN 1 AND CARR 5) DROP 5 OKAY END and IF (VERB 14 AND NOUN 1 AND AVAI 5) 1 SWAP 5 CTR 0 + 20 CSET 0 MESS 15 SET 2 WAIT END

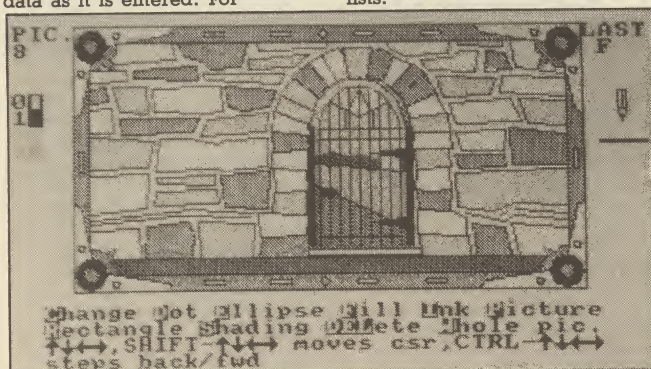
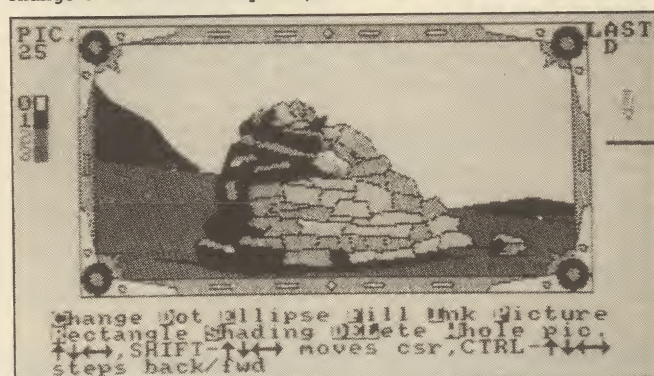
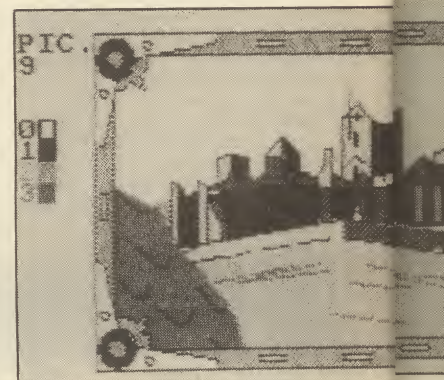
Not difficult, but there are keywords and a syntax here which must be learned if the utility is to be used effectively. To build up a plot, there are 255 markers and 127 counters available for use in the condition lists.

Having entered a lot of data, it is essential to be able to keep track of it all, so as to be able to compare the numbers assigned to the various words, objects, rooms, and so on. Although these can be viewed from the editor, it would be impossible to fit them all on the screen at once. This is where the PRINT option comes in handy, enabling any of the lists, including reference numbers, to be put out on an Amstrad printer. This allows a careful study of everything that has been entered, and saves the user having to keep a careful handwritten list of everything as he enters it.

Perhaps the most striking feature of this utility is the graphics option, which is a joy to use. Straight lines can be drawn by simply pressing the COPY key once, and moving the cursor using the arrow keys. The resulting line will be a straight one from the start position to the current cursor position — in other words, it will not turn through an angle. Where a change of direction is required,

FILL. This may have to be repeated a few times with the cursor in different positions, but it is a quick process. There is also a facility to superimpose one picture upon another, and this can be used to very quickly build up a series of different pictures using picture 'modules' already created.

Pictures are thus very easy to create, and each is associated with a room number, using the room option. Once done, the



tapping the COPY key twice effectively breaks the current line and starts a new one.

A 'pen' to the right of the window moves up and down, indicating by contact with the 'paper' beneath it, whether DRAW is on or off.

A choice of four colours is offered, and any four can be selected, with shades of combinations of any two of those four also available. An area enclosed by lines is filled with colour by first selecting the colour or shade required, positioning the cursor inside the area, and then pressing F to

picture will automatically display when the player enters that location, and it is very fast in doing so.

For those wishing to create a text-only adventure, the provision of graphics is optional, and to protect the sensibilities of the text-adventure player faced with a graphics adventure, when running the game, the player has the ability to switch the graphics off and on.

The game can be fully played from within the Adventure Creator, and an appropriate message will be displayed when an error is encountered, to help

ADVENTURE

GENESIS

debugging. As a further aid to testing, play can be interrupted to view a diagnostics screen showing the state of all the user's flags — the markets and counters. After viewing these, the game may be continued from the point at which it was left.

When complete, the game created can be saved to disk or tape, and the saved version will run independently from the utility.

You will need to study the

though, for once mastered, this seems to me to have the flexibility to meet most plot requirements you are likely to dream up. It is easy to learn and use, and provides a very slick method for entering and editing data.

I put it way ahead of the Quill.

- CRL Group PLC
- Amstrad CPC 464/664
- £9.95

The Genesis Adventure Creation System consists of a suite of three programs. TEXTURE is the text editor, the business part of the package, in which the adventure is created. DEPICTER is the graphics and sound creator. CLONER is the module used to save the adventure created on to tape and in a playable form.

The Text editor is operated from a series of menus, which always occupy the top half of the screen. The menus are displayed in a box to the left, to the right, memory usage is constantly monitored. The lower half of the screen is the input/edit area. Upon selecting one of the options from the main menu, a sub-menu replaces it

without the screen completely clearing. Where there are further sub-menus, the same process continues. Input of vocabulary, object and location data, etc., is carried out in the lower half of the screen as the appropriate prompts appear.

Despite trying hard, after some five hours spent reading the manual and experimenting by inputting location and object details, I was nowhere near to understanding how the utility is supposed to be used to create an adventure, let alone have the beginnings of one up and running.

The main menu screen is displayed in 80 character mode, and is none too easy on the eyes. Presented in unfriendly words whose meaning is not very obvious, the option headings and prompts are not at all helpful, with choices such as: Obj.Status list, and Def.Objects. If in doubt, it is usually helpful to consult the manual.

Unfortunately, the manual does not make easy reading either — the size of the text is microscopic. After borrowing my grannie's specs, I just about managed to read it, but was disappointed with what I saw. It is not very well ordered, and starts off with generalised examples before getting properly to grips with the subject — if it ever does. I always find it easier to use a program if there is a concise list of instructions, with an example or two, rather than a lot of verbose technical waffle.

Turning to the Texture Options Reference Section, I started by trying to enter my first object. In addition to a reference number, I was dismayed to discover that I had to give it a name quite separate from the actual description of the object to appear in the game. Every time I tried to go back on a previous object, I seemed to get the message telling me that this was a new entry, and asking me to confirm it. 'Bytes used' started to be registered, but other than that, the object seemed lost forever, as I exited the option with no confirmation or comment. My input had either been soaked up, or ignored — I wasn't sure which.

Associated with the object definition option is an object status option. On selecting that,

I was asked for a name for the status! Nowhere could I find any guidance as to what on earth I should be putting in for either this or the status itself.

Things seem incredibly complex for a utility that is supposed to make adventure creation easier than programming! For example, the ACTION for a TAKE command is entered as:

```
CALL <30>:
(OBST(CARRIABLE,OB1)=01
MSG<17,1> FINISH:
(OBLC(OB1) PLOC1) MSG<9,1>
FINISH:
(OBST(CARRY,OB1) 0)
MSG<8,1> FINISH:
COPY<1>:OBST(CARRY,OB1)>
CALL<39>FINISH:
```

I was beginning to get the feeling that learning Assembly Language would be just as easy and a whole lot more useful:

Graphics are created on an entirely separate program, DEPICTER, and although I fared a little better using this, I found it was heavy going, and I failed to produce a picture. The sound feature also offered a challenge, but one that I soon abandoned.

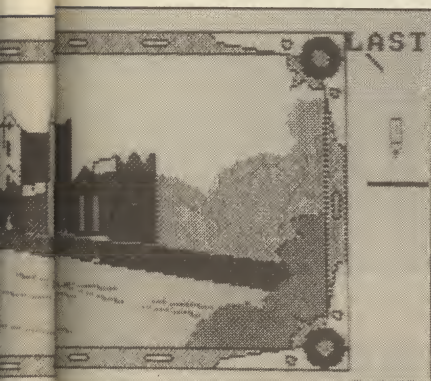
Because the graphics creator is a separate program module, the complete adventure cannot be run from within the utility.

To create the fully playable version is fiddly to say the least. First, data must be saved from the CLONER module, and then to the same tape must be added saved data from both the text and graphics editors.

Although the utility appears to be well programmed, the overall impression I got was that it was written by professional programmers for professional programmers. But having said that, I would emphasise that I found it very difficult to follow how to use this utility.

I therefore conclude that Genesis fails in its objective — to simplify the task of creating an adventure game.

Next month in the Adventure Reviews section, Keith Campbell and the team will be taking a long, hard look at the long awaited Lord of the Rings adventure from Hobbit man Philip Mitchell. Has it been worth waiting for? Keith, Paul and Jim will be telling you just 28 days from now. Don't miss this mega-review in C+VG in your shops from February 16th.



manual carefully and play about with the Creator quite a bit before you sit down and write an Adventure for real. Worth it,

COMPARISON TABLES

GAS	INCENTIVE	CRL
● Price (cassette)	£22.95	£9.95
● Price (disk)	£24.95	n/a
● Manual	6/10	2/10
● Ease of Data Entry	9/10	1/10
● Condition/Action syntax	7/10	2/10
● Graphics	9/10	5/10
● Sound	n/a	3/10
● Saving program	10/10	1/10
● Print option	Yes	No
● Play within utility	Yes	No
● Markers/counters	255+127	50
● Overall ease of use	9/10	2/10

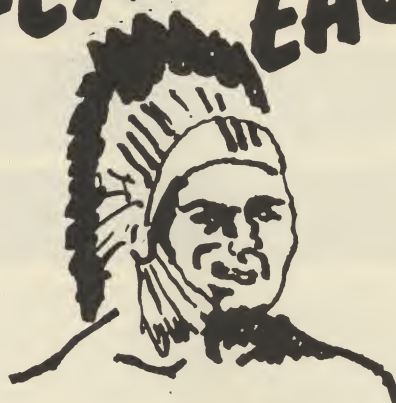
e.g.	C64	SPY VS SPY	£5.00
	C64	COMBAT LYNX	£5.00
	C64	SHERLOCK	£5.00
	SPECTRUM	BRIDGE PLAYER 2	£4.00
	SPECTRUM	KONG STRIKES BACK	£3.00
	BBC	EDDIE KIDD	£4.00
	AMSTRAD	FOREST AT WORLDS END	£4.00
	VIC 20	TOM THUMB	£3.00

(Ansaphone outside of working hours)

A SUBSIDIARY OF PLATINUM GOLD

- * OVER 4,000 different titles available for hire for the COMMODORE, SPECTRUM, BBC, AMSTRAD, ATARI and MSX computers.
 - * ARCADE, ADVENTURE, EDUCATIONAL and BUSINESS software too.
 - * HIRE PRICES from only 60p INC P&P.
 - * 20% DISCOUNT off all purchase software.
 - * FREE CATALOGUES.
 - * FREE HINTS AND TIPS.
 - * FAST RETURN OF POST SERVICE (if reserves are given).
 - * ALL GAMES manufactured ORIGINALS with full documentation.
 - * OVER 6,000 satisfied members.
 - * EUROPEAN members welcome.
 - * LIMITED PERIOD ONLY FREE MEMBERSHIP.
 - * Fully computerised system keeps track of your order.
- We pride ourselves in being the most professional Hire Library in the United Kingdom, with staff of 14 who know what the word service means. Backed by our own software company and programmers.

Address



ROCK'N WRESTLE



BEST DISCOUNTS IN BRITAIN

	RRP	Price		RRP	Price
SPECTRUM					
COMIC BAKERY	7.95	5.75	COMIC BAKERY	8.95	6.75
COMMANDO	7.95	5.75	WINTER GAMES	9.95	7.25
SUPERMAN	9.95	7.25	SCOOBY DOO	7.95	5.75
ELITE	14.95	10.50	NIGHTSHADE	9.95	7.25
ENIGMA FORCE	9.95	7.25	SUPER BOWL	9.95	7.25
RAMBO	7.95	5.95	OUTLAWS	9.95	7.25
THUNDERBIRDS	3.95	2.95	DRAGONSKULLE	9.95	7.25
WILLOW PATTERN	3.95	2.95	DEATH WAKE	7.95	5.75
TRANSFORMERS	7.95	5.75	FIGHT NIGHT	9.95	7.25
SUPERBOWL	9.95	7.25	YIE AR KUNG FU	8.95	6.75
CYBERUN	9.95	7.25	HARD BALL	9.95	7.25
WANTED GUN FRIGHT	9.95	7.25	STREET HAWK	8.95	6.75
PENTAGRAM	9.95	7.25	BALLBLAZER	9.95	7.25
WINTER SPORTS	9.95	7.25	MERCENARY	9.95	6.95
STREET HAWK	7.95	5.75	PING PONG	7.95	5.75
PING PONG	7.95	5.75	"V"	0.00	0.00
YABBA DABBA DOO	7.95	5.75	ANY MASTERTRONIC TITLE	1.99	1.75
BIG DADDY ROCK & WRESTLE	8.95	6.75	REUS	14.95	10.50
THEY SOLD A MILLION	9.95	7.25	PITSTOP II	10.95	7.95
BACK TO SCHOOL	6.95	5.25	SUMMER GAMES II	9.95	7.25
ROLLER COASTER	6.95	5.25	EXPLODING FIST	9.95	7.25
HALL OF FAME	9.95	7.25	ROCK & WRESTLE	9.95	7.25
DEATH WAKE	7.95	5.75	ZORRO	9.95	7.25
SUPERMAN	9.95	7.25			
SCOOBY DOO	7.95	7.25			
ANY MASTERTRONIC TITLE	1.99	1.75	C16		
YIE AR KUNG FU	7.95	5.75	ROCKMAN	1.99	1.75
DR WHO	14.95	10.50	LAS VEGUS	1.99	1.75
WINTER GAMES	7.95	5.75	13 M.X. RACERS	1.99	1.75
DESERT RATS	9.95	5.75	FORMULA 1	1.99	1.75
ARGONAUTICA	7.95	5.75	TUTTI FRUITI	1.99	1.75
			SPECTPEIDE	1.99	1.75
			SQUIRM	1.99	1.75

C.16 titles in stock. Please phone for price.

COMMANDO	9.95	7.25
RAMBO	8.95	5.95
ELITE	14.95	10.25
THEY SOLD A MILLION	9.95	7.25
ROLLER COASTER	7.95	5.75
TIME TUNNEL	9.95	7.25
HALL OF FAME	9.95	7.25
DEATH FOX	0.00	0.00
YARBA DABBA DOO	7.99	5.75

STARSTRIKE II	7.95	5.75
ROLLER COASTER	8.95	6.75
YABBA DABBA DOO	8.95	6.75
RAMBO	8.95	5.95
COMIC BAKERY	8.95	6.75
ANY MASTERTRONIC TITLE	1.99	1.75
WINTER GAMES	9.95	7.25

(All prices include post and packaging. Overseas orders please add £1 per tape).
If the game you require is not listed, please phone 01-471 8900, 9.30 to 5.00;
01-519 1540, 6.30 to 9.30 evenings.

Remember our prices are hard to beat. Send cheque/PO to:

ARCADE INTERNATIONAL SOFTWARE
Unit 202, Shopping Hall, Murtle Road, East Ham, London E6
Telephone: 01-471 8900

A cartoon character named Mr. Software, depicted as a television set with a smiling face, arms, and legs. He is sitting on a large computer keyboard, holding a computer mouse in his right hand and a floppy disk in his left. The background features the stylized text "MR SOFTWARE" in red and orange.



A comic book cover for 'The Last vs.' featuring a dramatic battle scene with a large explosion and the text 'The LAST vs.' and '100'. The cover is framed by a black border. The title 'The LAST vs.' is prominently displayed at the top in a stylized font. Below the title, a large explosion is depicted with the number '100' in a large, bold font. The scene is filled with action and energy, with various characters and elements visible in the background. The overall style is reminiscent of classic comic book art.



* **Export Customers:** We welcome orders from all parts of the world, please note the following subscription and postage rates outside UK: Europe — Subscription £7.00. Post £2; U.S.A. and Middle East — Subscription £9, Post £3; Australia, Far East and South Africa — Subscription £12.00, Post £4. Please note that all Magazines are despatched by Air Mail postage to keep you right up to date.

This month the Adventure begins!

Recently I have been burning the midnight oil, to ensure that no gallant adventurers have been left in limbo to be put upon by bands of straggling orcs or such like. For hours on end I have been searching for the true answers to **The Hobbit** and **Lord of the Rings**. Following the weary traveller in **Dun Darach**, entertaining the yuppies in **Hampstead** and tackling the problems in **Fairlight**; . . . I have searched the hinterlands hi & lo, conversed with drunkards and bards, noblemen and thieves to bring you the best tips on the **FIFTEEN** top adventure games of the year.

Only now as I sit at the Dancing Ogre, exhausted from my search, can I reveal that after all my hard work **The Gordo Greatbelly's Book of Adventure** will be **FREE** with the February issue of **Sinclair User** (that mad mania of generosity must have really affected the editor).

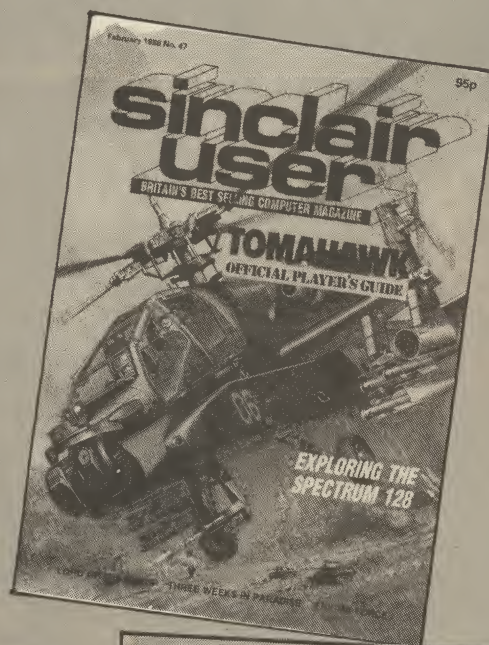
Rumour has it that the assorted elves, dwarves and trolls that also work on the magazine have been busily beavering away, to bring you extensive reviews of **Enigma Force** from Beyond, **Commando** from Elite, **Yie Ar Kung Fu** from Imagine, and that temptress from the east **Twister** — **Mother of Charlotte**, a latter day visitor to my cosy establishment.

Plus a review of a new tool of terror the **Sinclair 128**, an extensive **Official Players'**

Guide to the helicopter simulation **Tomahawk**, and an impressive competition, not for the feint hearted, featuring the high sport of **Gladiators**.

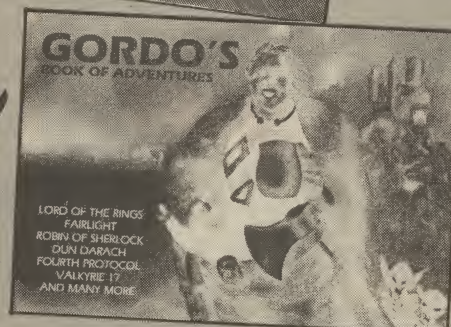
Such a package to keep travellers away from my hospitable inn, and instead at home with their keyboard friend.

Remember as you pass the sign of the Dancing Newsagent, there is no better adventure than the **February** issue of **Sinclair User**.



Gordo Greatbelly

GORDO GREATBELLY, LANDLORD



P.S. The February issue of **Sinclair User** including **Gordo Greatbelly's Book of Adventure** is on sale **Jan 18th**.



BIG RED is © COPYRIGHT 1985 JERRY FARIS.

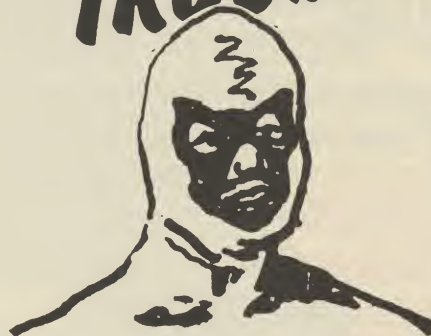
Dear Newsagent

Please reserve me a regular copy of COMPUTER + VIDEO GAMES, otherwise I'll have to send my friend Big Red round!!

Name _____

Address _____

BAD BARNEY TROUBLE



Barney's Clothes Line will really choke you up.

ROCK'N WRESTLE



ROMANTIC ROBOT present

56K Spectrum extension? Instant back-up of any program?
Joystick & video interfaces? YES! All this & even more with
NO1 SPECTRUM MULTIPURPOSE INTERFACE

Multiface one Version '86

UNPRECEDENTED - UNPARALLELED - UNBEATABLE
at £39.95!

*Internal 8K ROM and 8K RAM open new concepts in Spectrum computing: 100% reliable saving of anything, anytime and onto all types of peripherals with extra 8K at user's disposal and with a full peek & poke facility covering the entire 56K.
MULTIFACE ONE does not take any part of Spectrum RAM & does not need any additional software. Just push a button to freeze a program, save it and restart from the same point next time. Peek/poke facility and 8K RAM (say with a monitor disassembler) are also ideal for studying, modifying, developing programs.

*Menu-driven with prompts & one-touch commands: 1) Push button 2) Select function: exit/return/save/poke
3) Input name 4) Save to: tape/cartridge/wafer/opus/beta

*Extremely powerful & efficient compressing for fast re-loading & using minimal room on cartridges, tapes, wafers, disks.
A 7K screen can be compressed to a few hundred bytes, the whole RAM into a few K (depending on a program).

*Option to save a full 24-line screen only *Pressing the button & return can restart a "crashed" computer

*Through extension bus for connecting other peripherals *User friendly, fully error trapped, simply magic

*Users must ensure the copyright laws are not infringed

Expand your Spectrum to 56K and stretch its capabilities even further with

Multiface one ESSENTIAL SPECTRUM COMPANION

I enclose a cheque/PO for £..... (UK & Europe orders please add £1 overseas £2)

or debit my No

Name..... Card expiry.....

Address.....

Please send me (tick as applicable):

TRANS-EXPRESS cartridge	£9.95 <input type="checkbox"/>	tape (for m'drive)	£ 7.95 <input type="checkbox"/>
disk (Opus Discovery)	£9.95 <input type="checkbox"/>	wafer (Rotronics)	£ 9.95 <input type="checkbox"/>
MUSIC TYPEWRITER	£7.95 <input type="checkbox"/>	with supplement	£ 9.95 <input type="checkbox"/>
WRIGGLER Spectrum tape	£4.95 <input type="checkbox"/>	or cartridge	£ 6.95 <input type="checkbox"/>
WRIGGLER Amstrad tape	£ 7.95 <input type="checkbox"/>	or disk version	£ 11.95 <input type="checkbox"/>

TRANS-EXPRESS

The software way of transferring Spectrum software.
4 utilities for m'drive, 2 for wafadrive, 2 for Opus Discovery.
Invaluable for cartridge/disk maintenance & automatic transfers.
Highly professional, user-friendly, versatile and comprehensive.
'An ingenious piece of software.'
***** Features ***** Performance PCN

TOP SOFTWARE AT BOTTOM PRICE

Wiggler

'One of the best games for any machine I've seen for very long time.'
'Wiggler is a totally original game.' CRASH SMASH STAR GAME PCN
'Great game, good music, well recommended.' What Micro
'The graphics and sound are excellent and the game is totally addictive.'
10/10 value & playability, 9/10 graphics & sound. C&V Games
'This is a great game.' CAS 'Well worth buying.' ZX C & Crash
'If you've any sense you'll order your copy now.' PCN 'A WINNER' PCW

! NOW FOR AMSTRAD!! SPECTRUM version at Xmas PRICE!

MUSIC TYPEWRITER

Complete Spectrum music system for writing, editing, playing, printing & storing music. Its real notation graphics and ease of use make it an ideal educational tool. Great fun to play with & a lot to offer in serious use (transposing, dot matrix printout etc).
A very professional piece of programming, easy to use, excellent screen presentation, error trapping & helpful prompts. If you're interested in music and own a computer then get it! ZX Computing

MIDI compatible with MIDI MUSICIAN package
New overlay for Spectrum + Now at Xmas price!

ROMANTIC ROBOT 77 Dyne Road London NW6 7DR 24 hrs orders 01-625 9463

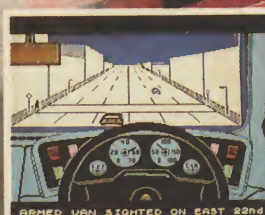
turbo esport

DURELL

software getting harder



With Technical Assistance from Lotus Cars Ltd.



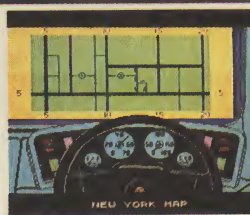
ARMED VAN SIGHTED ON EAST 82nd



BY MIKE RICHARDSON.



HIT-CAR CLOSING IN!



NEW YORK MAP

Spectrum and Amstrad
R.R.P. £8.95

DURELL sales dept.
Castle Lodge, Castle Green, Taunton TA1 4AB

DURELL COMPETITION

Entry Coupon

Cut out this coupon and send it
with a completed entry form
included with any of the new
Durell games.

C+VG COMPETITION



WANTED: FILM DIRECTORS!

Fancy yourself as a film director? Course you do. Well thanks to *Electric Dreams*, the people bringing you the *Back to the Future* game, you could become the next Steven Spielberg. Those extremely extravagant Dream people, not satisfied with the prizes they gave away in C+VG last issue, want you to win a JVC video camera plus all the add-ons that will turn you into a movie mogul. Make your own sci-fi films to equal *Star Wars* or simply take moving pictures of you and your mates being very silly. An amazing prize for one of our amazing readers.

And 10 runners-up will get one of our special Big Red t-shirts which make even the puniest person look like Conan the Barbarian, plus a giant movie poster.

THE PRIZE

What you'll win if we choose your poster as the winning entry is an amazing JVC Camcorder. It's a camera that does everything bar make the tea for you in the mornings. It uses special mini C-type video tape and is completely self contained. No heavy battery packs to carry around. You simply stick in a cassette and away you go. You can even playback what you've shot directly from the camera to your TV.

What do you have to do to win? It's really pretty simple. Just pick your favourite film and create a poster for it. You could even pick your favourite book that you think should be made into a movie and begin the advertising campaign early!

You can paint or draw the poster — it can be any size you like. But remember it's got to come through the post undamaged.

Once you've completed your masterwork attach the special C+VG coupon to it and rush it off to your nearest postbox addressed to Computer and Video Games, Movie Poster Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is February 16th and normal C+VG competition rules apply.

C+VG/ELECTRIC DREAMS MOVIE POSTER COMPETITION
Please fix this coupon to your entry

Name _____

Address _____

T-shirt size Med ☐ Large ☐ (tick box)

A number one arcade hit for your computer



COMMODORE
64/128

*The ONLY martial
arts game YOU ever
really wanted.*

TAPE DISK
£9.95 £14.95



Travel through the
wizards temple to rescue
the fair maiden, beware
the weapon wielding
hench-men, defeat the
deadly guardian of the
five floors.

U.S. Gold Limited,
Unit 10, Parkway Industrial Centre, Heneage Street,
Birmingham B7 4LY. Tel: 021-359 8881



C+VG COMPETITION



FOOTBALL TRIVIA

If you're not chanting C+VG right now you should be ashamed of yourselves.

Yes, the world's champion computer mag proves once again it's in a different league from all the rest by bringing you another great competition.

And this time we've gone football crazy!

Rothmans Football Quick Quiz, published for the Spectrum by Eastbourne based Holt Saunders, is a must for all avid soccer fans.

Quick Quiz consists of 1,000 questions on British, European and International soccer, with subjects ranging from famous goals to trivia.

The questions were written by *Peter Dunk*,

sports journalist and editor of the Rothmans Football Yearbook. The "bible" of the soccer world.

And thanks to the people at Holt-Saunders, we've got 25 copies of the *Quick Quiz* as prizes to the people who can answer the five football questions below.

1) How many clubs in the football league have an X in their name?

- A 3
- B 4
- C 5
- D 6

2) Which was the last second division team to win the FA Cup?

- A West Ham United
- B Southampton
- C Sunderland
- D Ipswich Town

3) Italy won the 1982 World Cup Final by three goals to one. Who scored West Germany's goal?

- A Rummenigge
- B Breitner
- C Hrubesch
- D Fischer

4) Who was the football league's leading scorer in 1983-84?

- A Treavor Senior (Reading)
- B Ian Rush (Liverpool)
- C Kerry Dixon (Chelsea)
- D Keith Edwards (Sheffield United)

5) Which of the following countries have never beaten England?

- A Peru
- B Chile
- C Mexico
- D Norway.

Send your answers, together with the coupon printed below, to

Rothmans Football Quick Quiz Competition, Computer + Video Games, Priory Court, 30-31 Farringdon Lane, London, EC1R 3AU. Closing date is December 16th and the editor's decision is final.

C+VG/ROTHMANS FOOTBALL QUICK QUIZ

NAME _____

ADDRESS _____

ANSWERS

1 _____

2 _____

3 _____

4 _____

5 _____



HALL OF FAME



HOTSHOTS

Searchlight beams danced around the *Computer + Video Games* offices. Sirens wailed.

It was a breakout!

Two desperate men were on the loose, eager for action and the thrill of danger.

Desperados Graham Knight and Graham Archer had been incarcerated in the office cells for attempting to "lift" the *C+VG* November Hot Shot of the Month title on *Monty on the Run*, after his daring escape from Scudmore Prison.

But only one of the Grahams would take the Hot Shot haul by winning on the month's nominated game.

As armed guards looked down from the watchtowers, the two 13-year-olds settled at the computer to battle it out over five rounds. The one who took the most would be the winner.

Graham Knight, from Luton, kicked off with a score of 750. But it was not enough to beat Graham Archer, of Sible Hedingham in Essex, who countered with 1,050.

Stunned into action Graham Knight scored 2,100 to Graham Archer's 900 to draw the rounds.

From then on things went totally Graham Knight's way, taking the third and fourth rounds 650 to 400

and 800 to 600. Graham Archer conceded defeat.

● The Hot Shot game for February is *Elite's Commando* for the Commodore 64. Send your score on the printed coupon below to Hot Shot of the Month, *Computer + Video Games*, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

The games that we have picked for previous Hotshot competitions have proved extremely popular with you, our readers. But not even *C+VG* gets it right all the time and we'd like to know which games you would like to see in the Hotshot Challenge.

So, don't delay get your nomination in the post now.

And please don't forget to keep sending your hi-scores in.

You do want to get your name in the universe's best magazine, don't you?



HI-SCORES

DALEY THOMPSON'S DECATHLON

- 1 Steven Mallon, Barrow-in-Furness — 2,174,089
- 2 Chris Scott, Worthing — 1,985,163
- 3 Andrew Blood, Hartshorne, Staffs — 1,592,421
- 4 B Lucas, Leicester — 544,147
- 5 Darryl Hulme, Barnsley — 543,444
- 6 Paul Managhan, Fishguard — 498,639
- 7 Scott Worley, Gosforth, Newcastle — 486,336
- 8 David Dishon, Edinburgh — 381,345

BRUCE LEE

- 1 Mike Rudge, Wolverhampton — 12,967,315
- 2 Mike Stratton, Ayr — 6,780,000
- 3 Ian Teasdale, Hillingdon — 5,483,975
- 4 Andrew Williams, Bormborough — 5,206,360
- 5 Peter Heasman, Duston, Northampton — 4,680,375

SPY HUNTER

- 1 Andy Coopoe, Sedgley — 3,232,075
- 2 Barry McNeill, Airdrie — 1,998,975
- 3 David Johnstone, Bowness — 973,085
- 4 Richard Lee, Leicester — 260,300

THE WAY OF THE EXPLODING FIST

- 1 Mark Saunders, Wandsworth — 931,230
- 2 Declan Kiernan, Co Wicklow — 111,400
- 3 Andrew Marriage, Stanford-le-Hope — 93,750

DALEY THOMPSON'S SUPERTEST

- 1 Corey Brunt, Sheffield — 194,883
- 2 Matthew Wheeler, Southampton — 119,260

FEBRUARY HOTSHOTS

Name: _____

Address: _____

My score on *COMMANDO* was: _____

Date: _____

Witnessed by: _____

FEBRUARY HI-SCORES

Name: _____

Address: _____

Name of game: _____

I scored: _____


Machine: _____

T-shirt size (S,M,L): _____

Witnessed by: _____


MAKE MONEY WITH YOUR MICRO!
you could earn over £50 per week-in your spare time-and
you don't need any special programming skills...
 Send 17p stamp for details to: MICRO ENTERPRISE CLUB, P.W.PROMOTIONS,P.O.BOX 21, MANCHESTER M16 8EA.

VICIOUS VIVIAN



You'll get a real kick out of his
Knee Drop.

ROCK'N WRESTLE



ADVERTISEMENT INDEX

Arcade Software.....	80	Llamasoft.....	63
Ariolasoft.....	49	Logic Sales.....	76
Cascade.....	47	Matrix.....	29
Compumart.....	72	Match Weekly.....	61
Cut Price Software.....	89	Melbourne House.....	29, 61, 65, 72, 80, 85, 89, 92, 93, 98
Database Publications.....	66	Megasave.....	61
Databyte.....	26	Micro-Ads.....	92
Domark.....	57	Microsell.....	93
Durell.....	6, 84	Micro-Dealers.....	91
Electric Dreams.....	60	Midland Computer Library.....	80
Elite Systems.....	IFC	Mikro-Gen.....	97
Firebird.....	36, 44, 75	Mirrorsoft.....	38-39
G.B. Microland.....	22	Mr Software.....	81
Goodbyte.....	72	M.O.D.....	OBC
Gremlin Graphics.....	7, 95	Ocean Software.....	10-11, 41, 99
Imagine.....	34, 52	Rainbird.....	16
JB Software.....	80	Romantic Robot.....	83
JJB Software.....	56	Silica Shop.....	33
JR Software.....	29	System 3.....	25
		Thorn EMI.....	12-13
		U.S. Gold.....	17, 28, 68, 86
		Unitsoft.....	27

CUT PRICE SOFTWARE

SPECTRUM	OUR RRP PRICE	COMMODORE	OUR RRP PRICE	AMSTRAD	OUR RRP PRICE
Elite	14.95 11.00	Elite	14.95 11.00	Exploding Fist	9.95 7.45
Shadow of the Unicorn	14.95 11.20	Superman	9.95 7.45	Starion	9.95 7.45
Impossible Mission	7.95 5.90	Spy vs Spy II	9.95 7.45	Scrabble	9.95 7.45
Winter Sports	9.95 6.95	Nextus	9.95 7.45	Superman	9.95 7.45
Starquake	7.95 5.90	Winter Games	9.95 7.45	Frank Bruno Boxing	8.95 6.70
Monty on the Run	7.95 5.90	Summer Games II	9.95 7.45	Sorcery +	
Rambo	7.95 5.90	Monty on the Run	9.95 7.45	disk only)	13.95 10.20
Bounces	9.95 7.45	All Ultimate	9.95 7.45	Beach-head	9.95 7.45
Superman	9.95 7.45	All U.S. Gold	9.95 7.45	Marsports	9.95 7.45
Shadowfire II	9.95 7.45	All Activision	9.99 7.50	Amstrad Disks	12.95 10.00
All U.S. Gold	7.95 5.90	All Ariolasoft	9.95 7.45	Warlord	8.95 6.70
All Ultimate	9.95 7.45	All Beyond	9.95 7.45	Raid over Moscow	9.95 7.45
Exploding Fist	8.95 6.70	Shadowfire II	9.95 7.45	All Ultimate	9.95 7.45
Fighting Warrior	8.95 6.70	Rambo	8.95 6.70	Devils Crown	9.99 7.50
Robin of the Wood	9.95 7.45	Daley's Supertest	7.95 5.90	Sorcery	8.95 5.00
Sorderons Shadow	9.95 7.45	Quake Minus One	9.95 7.45	Transact	29.95 5.99
Yie Ar Kung Fu	7.95 5.90	Starion	9.95 7.45	Invasat	29.95 5.99
Dr Who	14.95 12.95	Lit. Com. People (d)	14.99 12.99	Codename Mat II	8.95 6.70
Friday the 13th	8.95 6.95	Lord of the Rings	15.95 12.95	Spy vs Spy	9.95 7.45
Lord of the Rings	15.95 12.95	Revs	14.95 10.00	Sold a Million	9.95 7.45
		Revs (d)	17.95 12.95	Glen Hoddle's Soccer	8.95 6.50

Free game with every order over £20.00. Spectrum: Bicycle Works or Braxx Bluff.

Commodore: Boulderdash. Amstrad: Flight Path 137 or Harrier Attack

P&P included. Overseas orders add 75p per tape.

Make cheques payable to C.P.S. Visa/Access orders welcome by phone.

CUT PRICE SOFTWARE, 4 Slacksbury Hatch, Harlow, Essex CM19 4ET

Tel: (0279) 24433 (24 hr ansaphone)

In the great February issue of ...

COMMODORE User

New computer owners start here

If you've just acquired a 128 don't miss our 128 Software round-up. The best guide to what's available now for your machine. C16 and Plus/4 owners can look forward to all the latest game reviews plus free type-ins for the baby Commodore.

The G Force won't be joining in the festivities this Christmas. They have a bag full of game reviews to keep them glued to the screen. Big games like *Desert Fox*, *Rock and Wrestle* (please Melbourne House) *Zoids* (please Martech) and *Yie Ar King Fu*. Plus reviews of all the latest games under development including a sneak view of 'V' and several others.

Epyx

Once again Commodore User demonstrates that it is the only magazine covering what's happening in America. We bring you an exclusive report from California — the inside story on Epyx — manufacturers of *Summer Games II*, *Winter Games*, *Impossible Mission* and *Pitstop*. Not to be missed if you want to find out what games to look out for next year.

Free

on the front cover of next month's issue **PLAY BETTER** — the most comprehensive round-up of hints and tips, maps, peeks and pokes to help you score higher on your favourite games. There's 24 pages of them — all in full colour. If you are into games on the 64 you have **GOT TO GET THIS FREE SUPPLEMENT**.

All this plus your letters, lots of competitions, peripherals reviews, the best adventure column in the business, Gallup Top Twenty games chart, and all the games gossip in *Hot Shots*.

To avoid disappointment order your copy from your local newsagent now. **ON SALE JAN 26.**
A giveaway at 95p.

Programmers!

Get stuck into part two of our Secret Service feature showing you how to generate codes with your Commodore micro. Plus Computer Magic — short programming tricks for your 64.



● MICRO RETAILERS

ASK YOUR LOCAL EXPERT

Every month selected computer specialist shops will be listed in your favourite magazine. If you want to buy anything you've seen in the magazine, go and see your nearest specialist.

AVON

SOFTWARE PLUS

12 York Street
Bath 0225 61676

BERKSHIRE

BRACKNELL COMPUTERS

44 Broadway
Bracknell 0344 427317

SOFTWARE CITY

47 Cheap Street
Newbury
Berks RG1 45BX 0635 31696

DERBYSHIRE

FIRST BYTE COMPUTERS

10 Main Centre
London Road
Derby 0332 365 280

DORSET

DENSHAM COMPUTERS

329 Ashley Road
Parkstone
Poole 0202 737493

ESSEX

ESTUARY PERSONAL COMPUTERS

318 Chartwell North
Victoria Circus Shopping Centre
Southend on Sea 0702 614131

H. REYNOLDS

79 Orsett Road
Grays 0375 5948

MINNIE MICRO COMPUTER CENTRE

11/12 Eastern Esplanade
Southend
Essex 0702 615809/62033

HAMPSHIRE

RAM ELECTRONICS

106 Fleet Road
Fleet 02514 5858

HEREFORDSHIRE

HONEYSETT COMPUTERS

17 Union Street
Hereford HR1 2BT 0432 279404

KENT

ANIROG COMPUTERS

29 West Hill
Dartford
Kent 0322 91649

CANTERBURY SOFTWARE CENTRE

9 The Friars
Canterbury 0227 453531

KENT MICRO COMPUTERS

57 Union Street
Maidstone
Kent 0622 52784

MICROWAY COMPUTERS

39 High Street
Rainham
Kent 0634 376702

MODATA COMPUTERS LTD

30 St John's Road
Tunbridge Wells 0892 41555

LEICESTERSHIRE

DIMENSION COMPUTERS LTD

27-29 High Street
Leicester 0533 57479

LINCOLNSHIRE

MKD COMPUTERS

24 Newlands
Lincoln 0522 25907

LONDON

ARCADE SOFTWARE

Unit 202, Shopping Hall
Myrtle Road
East Ham
London E6 01-471 8900

GAMES WORLD

129 King Street
Hammersmith
London W6 01-741 4467

LOGIC SALES

19 The Broadway
The Bourne
Southgate
London N14 01 882 4942

SHEKANA COMPUTERS

221 Tottenham Court Road
London W1 01-800 3156

SOFTWARE CITY

382 Kings Road
London SW3 5UZ 01-352 9220

SOFTWARE STORE

35 London Road
London SW17 01-685 1476

VIC ODDENS

6 London Bridge Walk
London SE1 01 403 1988

VIDEO WORLD

Rentals
282 Harrow Road
London W2 01-289 3102

MANCHESTER

BUDGET SOFTWARE CENTRE

51 Fennel Street
Manchester M4 3DY 061-834 2808

MERSEYSIDE

BLUE CHIP COMPUTERS

77 Allerton Road
Liverpool L18 2DA 051-722 3037

MIDDLESEX

INNOVATIONS, COMPUTER & VIDEO

9 Harmondsworth Road
West Drayton
Middlesex UB7 9JS 0895 420457

STAFFORDSHIRE

MICROTRONICS

27a Market Street
Tamworth
Staffs 0827 51480
Tatung Einstein Specialist

SUFFOLK

COMPUTER MAGIC

24 Crown Street
Ipswich
Suffolk MBX 91999 2473

SURREY

SOFTWARE CITY

14 Thames Street
Kingston
Surrey KT1 1PE 01-541 4911

WARWICKSHIRE

OEM COMPUTER CENTRE

Rugby Micro Centre
9-11 Regents Street
Rugby 0788 70522

WEST MIDLANDS

MBC COMPUTER CENTRE

17-19 Lichfield Street
Wolverhampton 0902 29907/29021

YORKSHIRE

THE COMPUTER CENTRE

26 Anlaby Road
Hull
North Humberside 0482 26297

JUST MICRO

22 Carver Street
Sheffield S1 4SS 0742 752732

LOOK & SEE

45 Belmont Bridge
Skipton 0756 60078

MICRO BYTE

36 County Arcade
Leeds 0532 450 529

MICRO FUN

11 Sheffield Road
Barnsley 0226 207063

MICRO FUN

Unit 12
The Guardian Centre
Rotherham 0709 60000

RECORDMANIA

14 Davy Gate Centre
York 0904 33993

RECORDMANIA

Units 5/6, In-Shops
Market Cross
Selby 0757 700988

YORK COMPUTER CENTRE

7 Stonegate Arcade York 0904 641862

DEALERS: If you would like to see your shop included in this new service, please call 01 251 6222 EXT 2461

ATARI 400/600/800/800XL/XE

Why not compliment the greatest home computer on the market by obtaining membership with **MIDLAND GAMES LIBRARY**.

The greatest, biggest and best Atari library on the market.

An ideal present for old and new Atari owners.

MIDLANDS GAMES LIBRARY: The company who over three years ago first conceived the idea of a software library.

Now over 1,300 titles on disc, cassette and Rom (games, business, educational and utilities). Often purchasing popular programs in multiples of five or six to give all our members a fair chance. Always adding approximately 40 new programs monthly.

Over 1,500 very satisfied members, many as far away as Iceland, Sweden, West Germany, Holland, Denmark and Eire.

A fast, efficient and friendly service. Requests are attended to immediately virtually assuring you a 24 hour return of service. Regular newsletters and programme updates, plus other inter-club activities. Now introducing original software written by existing members. Send large s.a.e. to:

MIDLAND GAMES LIBRARY

48 Readway, Bishops Cleeve, Cheltenham, Glos.

Tel: 0242-67-4960 9.30-4.30

All our programmes are originals with full documentation

LOOK ATARI OWNERS

Are you having difficulty finding suitable software to purchase. If so, then look no further. We have available one of the largest selections of both U.K. and American titles for sale. Games and Utilities for all ages. If you would like further information please send s.a.e. to:

CHARWOOD PRODUCTS

30a Warwick Avenue, Quorn,
Loughborough, Leicestershire LE12 8HD
Tel: 0509 412604

ANGRY ABDUL



You'll learn the drill with Abdul's
Pile Driver.

ROCK'N WRESTLE



ATARI 400/600/800 XL SOFTWARE

We have an all round selection of disks, cassettes and cartridges FOR HIRE. Apply now and hire your first four games free. Around 1,000 different original titles. For full details send large stamped addressed envelope or telephone evenings 7pm-10pm or weekends.

LOW ATARI PRICES

1050 DISC DRIVE £131.90 post free

130 XEs £127.90 post free

130 XES+1050 Drive £257.90 post free

Antic and Analog magazines available

BEST QUALITY DISCS

Unlabelled S.D./S.S. £11.95 for 10 post free

£99.95 for 100 post free

Memorex S.D./S.S. £16.50 for 10 post free

D.D./S.S. £14.95 for 10 post free

Memorex 3 1/2" discs S.S./D.D. Boxes of 10 £28.92

TRADE ENQUIRIES INVITED FOR ALL THE ABOVE

GAMES & SOFTWARE CLUB

Dept. C&VG, 35 Tilbury Road, Thorney close
Sunderland SR3 4PD. Tel: 0783 286351

LISTING SERVICE for BBC and Electron Users. Also Screenshot, Wordwise, View. S.A.E. or phone Scorpionsoft, Dept C&VG2, 18 Dragon Drive, Liverpool L35 3QW. 051-427 2091.

LIVERPOOL. Full First Division, F.A., Milk and European Cups, Team and Tactics Selections etc. Disc version has 4 Divisions, Transfer Market, Income, Expenditure etc. Cassette: Atari £9.45, spectrum £8.45. Disc: Atari £14.95. P.M. Corbishley, 212 Walmersley Old Road, Bury BL9 6SA, Lancashire.

SPECTRUM 48K originals for sale: 31 in all, including Bruce Lee, American Football, Megahits, Scrabble, Valhalla, Broad Street and Fantastic Voyage. All boxed and at great prices: Ring (0604) 38195 and ask for Jeremy. Only one of each — so hurry!

ATARI 400/600/800 XL XE OWNERS UTILITIES

TAPE CRACKER — REV 2

SIDE A. Will list m/c progs to screen, you edit, download your personalised version with or without m/c knowledge. Hours of fun changing text to leave personal messages on screen. Stuck on an adventure, search for clues.

SIDE B. For the advanced user contains a disassembler. All this for only £10 on T.D.K. Tape. Post free.

PINBALL — 48K. 2.5 Pace Age Pinball games on a double-sided tape (order no. D/03) only £6. Post free. **XL FIXER.** Will allow you to play games written for 400, 800 on your XL or XE. Tape version £6; disk version £10. Post free.

Games on disk from £2. Games on tape from £3.

Full lists send s.a.e.

Mail order only. Seven days delivery.

STOCKSOFT,

15 Woodbrooke Rd, Birmingham B30 1UE

AMSTRAD Sharp MZ700, games six pack (Warboat, Gladiator, Sharpshooter, Karate Kings, Tugbug, Arrowshot). Priced £2.49 including postage. Cheques and P.O.'s payable to Scott Carey, Pacetapes, 40 Bainton Grove, Clifton, Nottingham NG11 8LG. Please state machine.

FREE MEMBERSHIP SOFTWARE HIRE

● VIC-20 ● COMMODORE 64 ● SPECTRUM

Send an sae for your hirekit to:
VSH (CV), PO Box 65, Nottingham NG1
Please state which micro

SPECIAL DEAL FOR ATARI 400/800/XL/XE OWNERS

No. 1. Hire your first two games FREE from our extensive range of software. Up to the minute releases available.

No. 2. Buy all the latest software titles at best possible prices (new releases available direct from US). Atari hardware and modems now available at discount prices. For further details send s.a.e. to:

CHARWOOD GAMES

30a Warwick Avenue, Quorn,
Leicestershire
Tel: 0509 412604

SOFTWARE EXCHANGE

Swap your used software. Free membership. Huge program base for the Spectrum and the Dragon.

Send s.a.e. for details to:

UK Software Exchange Club (CVG),
5 Tunwell Greave, Sheffield S5 9GB

1986 GAMES

Games for the Amstrad, BBC and Acorn Electron

Cassette 1 — Inu £3.50

Cassette 2 — The Heist £3.50

Both cassettes £5.00

Send cheque/PO to:

MRJ, 64 Reva Road, Broadgreen, Liverpool

M I C R O S E L L

MICROSELLS — It costs only £1 to advertise in Microsell!

ATTENTION! CBM 64 owners. I want to swap software on disk. Please send your list to Robert Sisk, 1A Maxine Close, Sandhurst, Camberley, Surrey, GU17 8QX. Reply as soon as possible.

ATARI SWAP or for sale 500 games for further information write to Postbox 76, 29952j, Heerjansden, Holland.

A PRISM VTX 500 modem for ZX Spectrum, connects to Prestel Micronet 800 and other view data services. Bargain at only £140 ono call Andy at 01-866 3982 after 5 pm or anytime on weekends.

WANTED COMMODORE 64, exchange for a Spectrum 48K + games. Include Fairlight, Critical Mass, Exploding Fist and many more new titles. Phone Nicholas on 061 973 0052.

SPECTRUM 48K Ferguson Data Recorder, 43 games worth £200. Books, leads etc, still under guarantee. £180 Starion, Exploding Fist, Frank Bruno's Boxing. Phone Melbourne — Derbyshire 2921 still guaranteed. Boxed plus all leads.

COMMODORE 64 1701 colour monitor 1541 disk drive, Binatone data recorder, lots of disk containing over 250 games + books + printer, £550 no offers. Telephone North Thoresby 840666 ring after 7.30pm.

SPECTRUM 48K + for sale still boxed with tape recorder — brand new. Plus software, blank cassettes, Kempston Interface up to date model, Atari joystick, and mags etc, still all boxed — brought last January. Worth at least £250 sell for £150 ono. Telephone Steve (Mevagissey Cornwall).

COMMODORE 64. Software to swap only disk including Winter Games, Jet Set Willy II. Write to Samppa Havisto, Hyhkyrink 10A 70100 Kuopio 10, Finland.

SPECTRUM CLASSICS for sale in one large batch 25 original titles including Sherlock, TLL, Matchpoint and others worth £190, sell for £70. Telephone Carl Brookes on Lymm (Cheshire) 6260.

48K SPECTRUM, ZX Printer with 6 rolls printout paper, tape recorder, Kempster Interface, Stack Light Rifle, 19 games, books. Everything boxed and in good working order. £200 ono. Sutton, Surrey 01 642 0432.

SPECTRUM 48K plus over 50 original tapes worth around £400. Nightshade, Doomdarks, Starstrike, Alien 8. Sell the lot for £150. Tel. (0527) 22451 Redditch.

ATARI! software for sale. 125 games and progs including Donkey Kong I & II, Boulderdash, Pooyan, Bristles, Flip & Flop, Vanguard and more. Will swap for disk drive. Phone Mark on Chichester 782545.

BBC "B" for sale, over £500 worth of software including leads, manuals and a dust cover and joystick. Everything is in excellent condition — bargain at only £275. Also includes cassette recorder with £30. Contact Robert Sweeney, 102 Eskdale Avenue, Northolt, Middx, London.

CBM 64 games to swap disk only large collection to swap. For more information send latest list to N. Bateman, 56 Gorsedale, Sutton Park, Hull, Humberside, HU7 4AT.

ATARI 800 48K + 1010 program recorder + 23 games + joystick, in very good condition. Worth over £400 will sell for £170, call Manswgh on 01-735 8650, evenings.

ATARI 600XL for sale £30, also Atari 1064 RAM Pack £45. All in working order. Telephone Mike 0543 254625.

SPECTRUM + in good condition, new games such as Nightshade, Fighting Warrior, Hypersports etc, loads of mags, amplifier, Kempston Pro joystick interface. Quickshot II, Saisho data recorder. Loads of games all without problem. Worth £640 sell for £200 or swap for CBM64 with tape deck.

COMMODORE 64 software to swap. All the news and some oldies. Send your list to VIP, Postfach 1127, 2160 Stade West Germany. By the way, greetings to S8 ABC, Teh Empire and TBC.

CBM64 SOFTWARE Encounter, Bounty Bob, Zaxxon, Psychodelia, Pitstop cartridges £5 each. Loco, Mr Robot, Manic Miner, Stix £4 each no offers or swaps. Doncaster (0302) 61672 after 6pm.

ATARI 64K 600XL, 1010 Recorder, Trackball, Crackshot, Quickshot 2, many cassettes including Solo Flight, Pitfall II, Pole Position, Computer War, two cartridges; Centipede, Star Raiders. Six books, many books on Atari Basic Programming, including all leads, worth over £400, sell for £250 ono or swap for colour CPC464. Tel. 0532 672723.

T199 GAMES. Mash, Soccer, T.City, Invaders, Munchman, parsec, Wumpus, Car Wars £5 each. B. Rogers, D. Kong, Micro Surgeon £11 each. Super Sketch £30. Manuals included. Phone after 5pm (06977) 2480.

GORGEOUS GREG



The Challenger — staying alive *is* the challenge!

ROCK'N WRESTLE



SPECTRUM 48K DK Tronics keyboard, programmable joystick interface, Quickshot II joystick, Lightpen and loads of new software including Daley's Decathlon, Daley's Supertest, Spy Hunter, Bruce Lee and lots more. Boxed for £199. Simon Wright, 11 Ashburnham Gardens, Upminster, Essex RM14 1XA.

ATARI ELITE exchange. Swap or sell many titles. Contact Apollo at 105 Upham Road, Swindon SN3 1DP, Wiltshire or telephone (0793) 641537 (after 6pm).

SPECTRUM PLUS 48K, hardly used, still boxed and under guarantee with tape recorder, joystick, joystick interface and lots of software. Cost over £200, sell for £140 ono. Tel. 01-980 5014.

COMMODORE 64 games for sale, International Tennis, Spy Hunter and Pole Position £3 each also Dragon 32 games for sale, Speed Racer, Manic Miner, Frogger etc £3 each. Ring 0734 475187 or write to Andrew, 34 Chiltern Road, Caversham, Reading RG4 7HT.

SPECTRUM 48K LoProfile keyboard music/speech synthesiser interface 2, Quickshot II joystick, data recorder over £200 software magazines, books £140 or swap for CBM64 + C2N data recorder (0582) 699127 after 4pm.

COMMODORE 64 software to swap. Many new titles from Holland, Germany and USA. write to Jesper, Rasmussen, Røvsingsgade 85 I.TH 2220 N Denmark or phone 01 832965.

ATARI SOFTWARE wanted to swap (disk only) contact Simon on 0904 225016 after six weekdays.

WANTED CBM64 disk drive with games to swap for a Honda X75 child's scrambler in very good condition (age 12-16). Telephone Nottingham 0602 582474.

ATARI 800 Program Recorder with Dust Covers, Basic Programmers Kit includes Basic Cartridge and Manual, £130 of games software on cartridge and cassette, all for £160 ono. Phone Bishop Auckland 764586.

CHIMERA DIARY

This month sees the second and final part of programmer Shahid Ahmad's Chimera Diary, the day by day story of how he attempted to convert the game to the Amstrad in just one week.

To see if he succeeded in his tortuous task read on.

Chimera is available for the Amstrad, Spectrum and Commodore 64, price £3.95.

DAY FOUR — SATURDAY

The day started at noon for me today, and I realised a drastic time plan change had to be made. I would probably spend the whole day debugging D.P.A. and the mainline routines and the adventure handler would have to wait until Sunday or Monday.

A good thinking session was in order, so I plugged my bass through my compressor, turned my amp right up to full volume and had a thoughtful two hour break!

Fully refreshed, I tackled the problem with renewed vigour and in view of the ever looming deadline, I decided to take a logical approach.

The best way to cope with this situation was to (you guessed right!) put the Joe Hubbard album on the turntable, get a printer listing and go through it looking for the proverbial needle in the haystack.

Well needless to say I found it (or rather, them!) and exterminated them one by one. As the saying goes, 'the only good bug is a dead bug!' I finally got D.P.A. working at 2am and it was truly astonishing, the speed left me breathless.

DAY FIVE — SUNDAY

I woke up at the crack of noon today, and I'm one of those people who is usually a bear in the mornings. Well today I was a mouse, and I was frightened to death of how much time I had before my head was to be placed on the block.

Well, it wasn't quite that serious, but trying to get a good machine language game running on a computer which

you've never seen before in your life within the space of a week is no mean feat, and takes a lot of hard work, determination and self-control.

In fact, I took care of most of my debugging today! The screen looks good, and I've been moving the man around, and seeing some background animation, but I still haven't written the adventure handler!

DAY SIX — MONDAY

Well today is the last day — or is it? You will by now, fully appreciate that there are seven days in a week, assuming that you count from one.

Well, therein lies the catch, because I'm sure that you also realise that programmers (and I'm no exception) count from zero, not one — sneaky eh?

Fear not, because yes, I did have a working version of the program that can be played and completed relatively early in the evening.

My D.P.A. method works a treat and there are now no glitches in it at all, and with a man on the screen and an animated object, the speed is ridiculously fast. So fast in fact, that I've had to put many delay loops in it to slow the game down.

At last, I had written the adventure handler, and at the end of the day, I had a version of Chimera that could be played, completed and even enjoyed.

The only thing that I have leapt over is some sound and a title page, but these are trivial tasks that do not even need a thought, except, perhaps, in their presentation.

If I have to dedicate this game to anyone, then surely, the honours must go to Joe Hubbard, who else? This is a truly knackered signing off.

CONCLUSION — TUESDAY to THURSDAY

One can draw a few useful points from this exercise. The first point is that it is quite possible to write a very good game in a week, as I have proved.

This can be countered by the fact that no programmer worth his salt would dare attempt to design, create, implement and program a game of top quality in this short space of time, though watch out, I may try it sometime in the future.

It helps a great deal to have a good system to work on. I used the Amstrad CPC6128 system with colour monitor and the Hisoft Devpac 80 macro assembler, both products for which I can honestly say that it has been a pleasure to use them.

I am now a convert to small disks, but I feel Amstrad should have chosen the more sensible (and popular) 3½ inch format.

I also have a few words of warning to all you budding programmers out there, especially those delving into machine code.

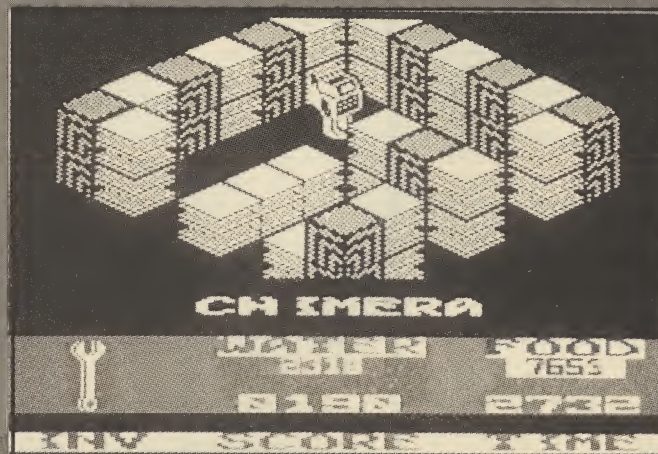
Please pay attention to design. Think about how you

would write a particular program. Think about what might cause you problems. Do comment liberally. It helps to have a good working knowledge of the machine. Always keep strict rules about entry and exit conditions of subroutines; *do not* rely on values that may be lying around.

Remember, write with clarity in mind. If your code is not clear, you won't understand it when you're trying to debug it! Optimise it for speed afterwards, and *only* if it is necessary. Do not become a 'speed junkie.' It is not a prerequisite for games programming.

That's all there is to it! Oh, one more thing, it'll help a great deal if you can listen to a great album like "Nip It in the Bud" by Joe Hubbard!

How should you approach debugging? Simple. You just turn the machine off after getting a fresh listing (I hope you have a printer!), then go and get a beer or a coffee, and look at the listing very, very carefully for half an hour. You'll nearly always find the cluprit. What if you can't? Give up programming and take up tennis or aerobics!!



WEST BANK



£7.95

Defend the spoils of the famous gold rush, guard the riches hidden behind the walls of the West Bank. Desperate characters plan and scheme their way to the gold, bloodthirsty gunmen try to blast their way to instant fortune but watch out for the innocent bystanders – a stray shot will harm your reputation for ever. Keep a keen eye on the horizon and your trigger finger poised for action – the law of the West is still the law of the gun.

**AVAILABLE
SOON
Amstrad**



**Gremlin
Graphics**

Spectrum 48K



Mailbag.

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

● I think your magazine is brilliant, although I would make the ratings out of 100 and have an overall score. It is great value for 95p, so keep up the good work.

Anyway getting to the point, I have a problem! About two months ago, my brother and myself bought an Amstrad 6128 and also got *Sorcery+*. After many hours of practice I rescued all eight sorcerers and hey presto the Necromancer's eyes came up and I played for about one minute on the new level and was promptly killed. Then on the screen it said that I could now play the new mode available. I pressed the fire button, the space bar and all the other keys but nothing happened. When I replayed the game the *Sorcery One* game started. What am I supposed to do? I have played it again and again, but, when I played the new game after saving the eight sorcerers, I can't play after that. Please, please, please help me.
*Carl Johan Campbell
Pershshire*

● I bought your mag for the first time (December) and I think it is absolutely brilliant. I loved the poster and your competitions are brilliant, especially the *Commando* one. I think you should put the price up to £1.50 as you issue three mags for the price of one, eg, the C+VG, *Adventure Supplement* and a *Games Book*. The reviews are very good and I liked the bit on *Arcade Action*. I have now asked my local newsagent to reserve me a copy every month.
*Paul Phillips
Bristol*

● I own a Spectrum 48k and I buy your magazine every month as I think it is an excellent read and very informative about the computer games world. But I would like to add that I also buy *Crash* every month and I also like this magazine.

Anyway, to get to the point of this letter — I have just read *Mailbag* in your December issue and quite honestly I am fed up reading letter after letter putting down your mag and comparing it to *Crash*. I know that it is important to you, that you know what people think of your mag, but quite frequently these 'moaning' minnies go over the

top and this in turn causes people to write-in defending your magazine and we have to go through the same sort of letters each month.

Why don't you issue an annual questionnaire to find out what people think and what new items they would like to see? It would save a lot of boring letters having to be read and that way everybody would get their say. Although I say some letters are boring I was pleased to see that this wasn't the case with Richard Hammond's letter. I found his letter interesting and very informative (December issue).

It is also stupid to compare C+VG with *Crash* because C+VG deals with a wide range of computers while *Crash* deals only with the Spectrum. It is totally idiotic to break down and compare two mags with different main topics unless of course you compare the Spectrum bits of C+VG with *Crash* (which isn't fair as *Crash* would win hands down, due mainly to content). So, come on C+VG readers, let's have some original and interesting letters in future *Mailbags* as I'm sure most of you are as fed up as I am.

I thought that the comic strip competition was an original and fab idea. Let's have more competitions like it.
*Steven Hargadon
Strathclyde*

● I must congratulate you on your finest issue yet! (Dec 1985). I found it packed with information, news and articles — on films and networking for your computer. I found the *Adventure Supplement* the best yet with superb designs and layout. There were dozens of tips and even a sneak review of *Questprobe 3* by Scott Adams! I thought the pages on mapping your adventures were very clear and useful — may I suggest that when you've got a complete map on paper, you can draw it out easier on an 'Adventure Planner' pad from Print 'N' Plotter Products.

Ever since you have redesigned the magazine it's gone uphill, looking a lot more coherent, with some really nice large colour screen-prints from games. I like the new Bug-Hunter cartoon — very well drawn, and the tips and pokes

page is quite large too.

Unlike odd other readers who have complained about non-computer articles and too many adverts in C+VG, I totally disagree — there are never enough adverts, as they tell you what games or hardware are coming out long before anyone else — I, of the *Mask* from Electric Dreams for example, which even shows screen shots in the advert. The specialized articles are great, and always interesting to read as they create a good contrast with the games reviews. You wouldn't want just reviews, would you?

I also like the American reports which tell us what's happening over there.

Finally I must thank you for the great set of maps you keep printing, made up of colour screen-prints. A lot better than a line-drawing in boxes! The *Highway Encounter* map was great, as was the *Alien 8* one.

Keep up the good work — especially the amazing push you are giving adventures — you were the first magazine I read to include screen shots of adventures and now you do them in colour! After all, these games are as popular now as arcade games. Good work C+VG, keep it up! Can't wait for the next issue!
*Christopher Hester
W Yorks*

● I have been reading C+VG now for many a month and I haven't seen too many letters from Arcade fanatics. As I am an avid supporter of the coin-operated machines, I would like to see a high score table along with a tips section in your magazine. These would be two of the best additions you could make to your already fab mag.

I would also like to say that most of the best 'arcade' games players do not get their high-scores in the amusement arcades, but in pubs or cafes. I personally reside in a cafe called Pat's, where the machines cost only 10p. In Pat's there are games like *Ghosts 'n' Goblins*, *Pac-Land*, *Hyper-Sports* and *Star-Force*. In this cafe my mates and myself get much better scores than in the nearby arcades, apart from a few exceptions.

*Gavin Pike
Norwich*

● I have been getting you magazine for some time now but all I hear from the Mailbag section is complaints from BBC users being starved of great games. Rubbish!

This may be hard to believe, but it's true! U.S. Gold are bring out some great games such as *Bruce Lee*, *Bounty Bob*, *Dambusters*, *Raid Over Moscow* and...wait for it...*Impossible Mission*!

That's not all, Ocean have brought out *Match Day* and *Imagine* are bringing out *Hyper Sports* and *Yie Ar Kung-Fu*.

Nick Orlando is bringing out *Firetrack* which will be, as usual, brilliant, and Superior Software have brought out a brilliant sequel, *Repton 2*.

So Beeb owners stop complaining — software houses have realised the versatility of the machine. Many thanks to the software houses mentioned and keep producing these excellent games.
*Alan Dooley,
Notts*

● I have been wondering why we don't see Miner Willy's face? Is there something special about it that you don't want us to see.

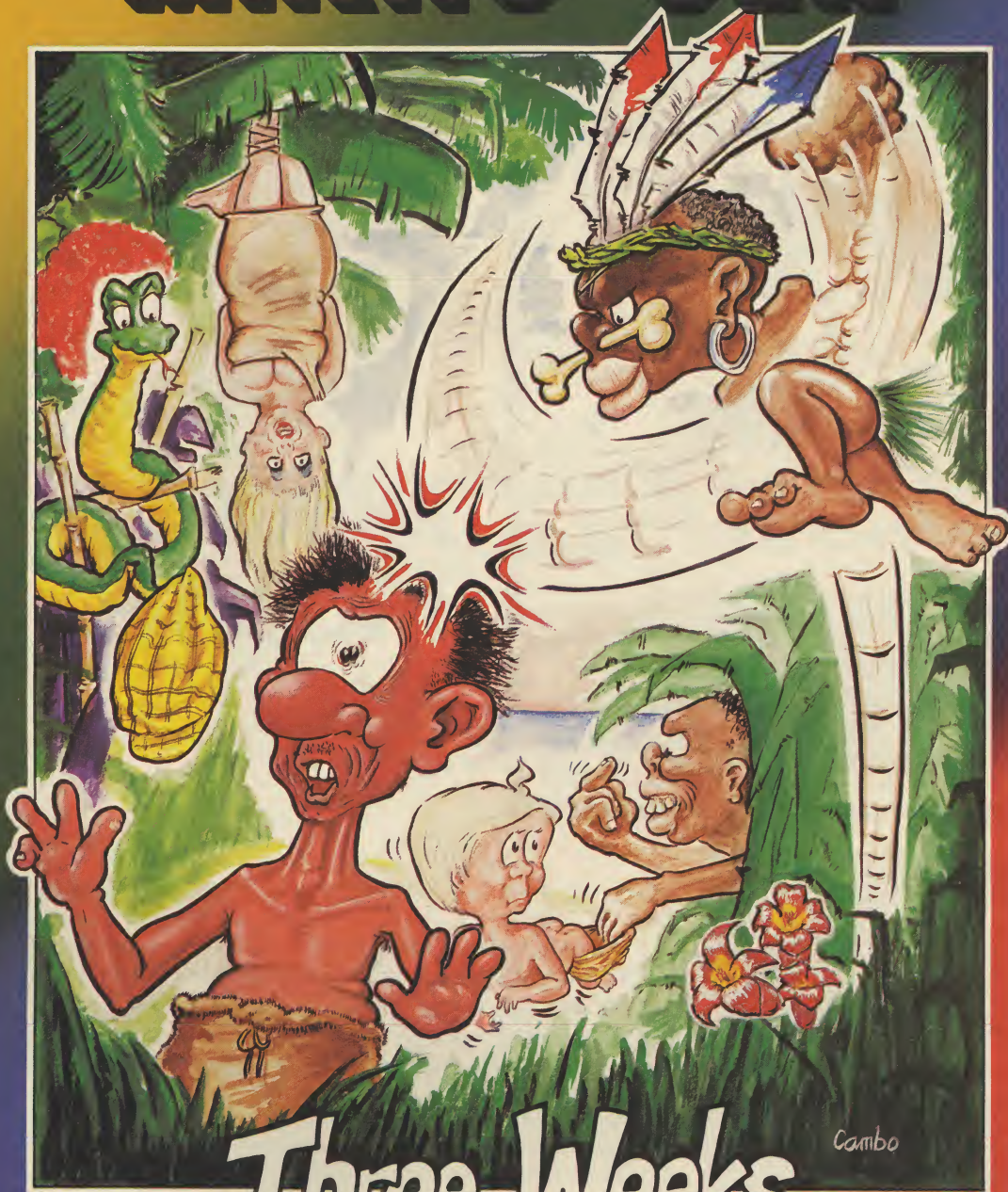
For instance in *Jet Set Willy* he has his face stuck down the toilet, on *Manic Miner* you can only see his boot, on *Perils of Willy* he is lying on the track with his bowler hat over his face and on *Jet Set Willy II* he has a space helmet on, with the visor covering his face. Would it be possible for you to let us see his face? Please!

*Lee Henry,
Houghton.*
Editor's reply: Are you crazy! Don't you know...?

● I have bought your mag every month over the last year or so and have been very amused by the continual slanging match that goes on between the owners of the different machines. I feel that it does tend to go on a bit, and it must now be time to put a stop to it.

All you have to do is to make a direct comparison between the machines under different sections ie, price, graphics, sound, software back up, ease of use, add-ons and ability to do 'home grown' programs.
*Sean McCarthy,
Co Meath*

SENSATIONAL SOFTWARE FROM
MIKRO-GEN



Three Weeks *in* *Paradise*

48K SPECTRUM £9.95


Unit 15, The Western Centre, Bracknell, Berkshire
Tel: 0344 427317

MISSOURI BREAKER



The Breaker's *Mad Charge* will send you for a bum steer.

ROCK'N WRESTLE




NEXT MONTH IN



Scooby-Do, where are you? In C+VG next issue that's where! And you could be the first in your street to win one of Scooby's new games hot off the presses from **Elite**. So stop munching those Scooby snacks and get on down to your newsagent to order the March issue of C+VG.

Swords and Sorcery, the ultimate computer conversion of the role-playing game Dungeons and Dragons, is giving many hardened adventurers sweaty palms as they explore the awesome dungeons. So to make your life just a tiny bit easier we persuaded S&S programmer Mike Simpson to give away a few of the dungeon's secrets. We've got an *exclusive* map of the dungeon's first level plus some game playing hints from the man himself. Grab your trusty broadsword and hack a crimson path to the shop that sells you C+VG next month!

C+VG's ace adventure team have been questing through Lord of the Rings to bring you a special triple review of the game EVERY adventurer has been waiting for. That makes the March issue of C+VG worth waiting for too . . .

The Return of the Bug Hunters. You missed Otiss, Big Red and the others this issue. But they'll be back next month now that Jerry can afford to buy a new pencil sharpener. Don't miss the exciting party when Big Red takes B-Con's advice and becomes **TOTALLY** irresistible. You won't believe your eyes when you read **MAGNETS**, next ish.

PLUS

The results of our Dan Dare cartoon strip contest. We print some of your amazing artwork!

PLUS

We know we've said this before — but next issue we **WILL** take a look Behind the Iron Curtain at Hungary's Andromeda programmers who are bringing you the ultimate simulation of Max Headroom's favourite game.

ON SALE FEB 16

N.O.M.A.D



ocean

In the vastness of space lies the heart of an Intergalactic Criminal Network. TALOS and at its head the evil CYRUST. GROSS.

A last ditch attempt by the Free Worlds to rid the Universe of this seemingly unstoppable force has called on the services of the NEMESIS ORGANISATION, a hardened cadre of humanoid and robotic free booters who have assigned NOMAD (Nemesis Organisation Mobile Attack Droid) to penetrate GROSS's heavily armed homeworld and destroy this vile despot once and for all. Your mission must SUCCEED. You are the NOMAD controller.

SPECTRUM 7-25-AMSTRAD 8-25

Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061-832 6633 · Telex 669977

Ocean Software is available from selected branches of: WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens. Spectrum Shops and all good software dealers. Trade enquiries welcome.

THE HOST IN THE MACHINE



M.U.D

Multi User Dungeon

"MUD leaves conventional adventures for dead" (PCW)

"MUD is the addictive game" (Telelink)

"10 out of 10 on all counts" (What Micro)

It's here - The most talked about computer game in the world. M.U.D is more than Adventure, more than Communication, more than a new way of using your Micro. It's fun, it's addictive, it's challenging, and, if you have a modem, a computer and a phone-line, it's all yours!

Hundreds of people are already playing. This is your chance to join them.

Call the MUD-Line now 01-608 1173





BOOK OF GAMES

WARNING
HAVE YOU SEEN
THIS MAN



HIGHLY DANGEROUS
WANTED FOR
TREACHERY



CONTENTS

**A message from
Ideas Central...**

Hi...

Melissa Ravenflame, here, co-ordinator of IDEAs Central.

Welcome to another superb *Computer + Video Games*

Book of Games — 32 pages

packed with great listings which you should find great fun. They will help improve your programming skills as well.

Otiss, Big Red and B-Con have given the listings a good going over so they should be free of bugs. But if you do have any problems don't hesitate to call the Bug Hunters.



Page 3 Treachery Amstrad

14 Eggs BBC B or Electron

17 Ski Master Spectrum

18 Reconnaissance QL

22 Operation Kristos BBC B

26 Car Race Atari

29 Skycapers Amstrad

31 Low Level CBM 64

Bluff and bamboozlement are the weapons you'll need to work your way through the world of espionage. Fun in the farmyard as the Farmer Giles has an egg-citing time.

There's no business like snow business as you cope with the ski slopes.

A special treat for QL owners Car and intelligence will be needed in this game.

Mission Impossible? Time will tell with this alien adventure.

Squeals on wheels... so get into gear for race track action.

A taxing game. The Inland Revenue is out to get a lot of money.

Dares in the air as you fly close to the ground and destruction.

TREACHERY

IT IS THE YEAR 1984 AND THANKFULLY BIG BROTHER IS STILL JUST A DISTANT NIGHTMARE. YET, A MENACE JUST AS PERILOUS THREATENS THE WORLD....

THE SINISTER PROFESSOR SCHWEINSTEIN!



HEHEHEH!

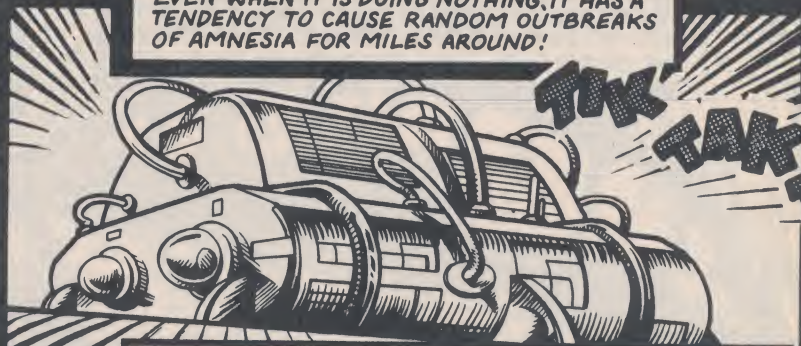
AFTER MANY YEARS OF SECRET RESEARCH, SCHWEINSTEIN SUCCEEDED IN CREATING WHAT COULD BE THE ULTIMATE WEAPON....

A DEVICE HE CALLED THE MINDBOMB!

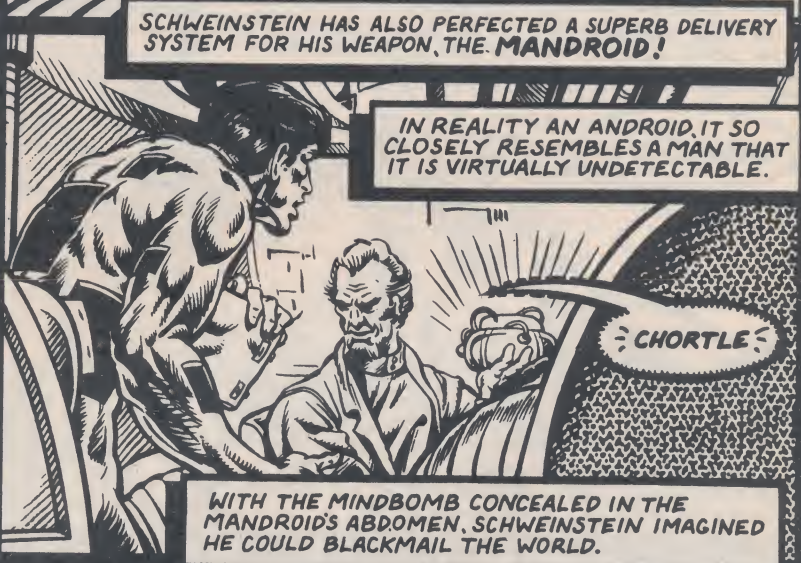
WHEN DETONATED, IT SIMPLY WIPES CLEAN THE MEMORIES OF ANYONE WITHIN TEN MILES OF THE EXPLOSION.



EVEN WHEN IT IS DOING NOTHING, IT HAS A TENDENCY TO CAUSE RANDOM OUTBREAKS OF AMNESIA FOR MILES AROUND!



SCHWEINSTEIN HAS ALSO PERFECTED A SUPERB DELIVERY SYSTEM FOR HIS WEAPON, THE MANDROID!



IN REALITY AN ANDROID, IT SO CLOSELY RESEMBLES A MAN THAT IT IS VIRTUALLY UNDETECTABLE.

CHORTLE!

WITH THE MINDBOMB CONCEALED IN THE MANDROID'S ABDOMEN, SCHWEINSTEIN IMAGINED HE COULD BLACKMAIL THE WORLD.

HOWEVER, JUST AS HIS CREATION WAS COMPLETE, AN ACCIDENT OCCURED AND SCHWEINSTEIN BECAME THE FIRST VICTIM OF HIS OWN WEAPON....



HE FORGOT EVERYTHING!

HE FORGOT ABOUT THE MANDROID
AND ITS HOMING BEACON....

ДУНДНННН?

HE FORGOT ABOUT THE MINDBOMB AND
ITS REMOTE FIRING BUTTON....

HE EVEN FORGOT ABOUT HIS TWO HOLLOW
TEETH, WHICH CONTAIN THE AMNESIA ANTIDOTE
AND THE ENTIRE HISTORY OF HIS RESEARCHES
ON MICRO-DISK.

HE ALSO FORGOT ABOUT THE BLACKMAIL LETTERS
HE SENT TO THE BRITISH AND THE SOVIETS!

00#!?+x!

NOW M16 AND THE KGB ARE SEARCHING
DESPERATELY FOR SCHWEINSTEIN, HIS FIRING
BUTTON AND HIS HOMING BEACON.

SCHWEINSTEIN IS A BROKEN MAN, ROAMING THE URBAN
WILDERNESS IN SEARCH OF HIS LOST IDENTITY....

SNIFF.
KOFF!

WHOEVER FINDS HIM FIRST WILL
HAVE PULLED OFF A TREMENDOUS
INTELLIGENCE COUP.

MEANWHILE, THE MANDROID IS
WANDERING ACROSS EUROPE!

THEY KNOW WHICH CITY IT IS IN AT
ANY ONE TIME BY THE INCREASED
INCIDENCE OF AMNESIA. BEYOND THAT,
THEY CAN GO NO FURTHER IN
TRACKING IT DOWN.

WHICHEVER SIDE GAINS CONTROL OF
THE HOMING BEACON AND FIRING
BUTTON WILL FIND IT EASY TO WIPE
OUT THE ENEMY'S INTELLIGENCE
NETWORK COMPLETELY....

LONDON AND MOSCOW ARE IN
DANGER OF LOSING THEIR MINDS!

TREACHERY

Treachery is a tricky business at the best of times and you can be sure that the "friend" you are playing will be doing his worst to double-cross you. Bluff and bamboozlement are the weapons to use. A knowing smile or a subtle twitch of an eyebrow as you read through your agents' reports can be enough to send your opponent into a frenzied panic. But beware! He won't start tearing his hair out. He'll just nod calmly at you as if to say: "Yes, you've fallen for my trap."

LESSON ONE: IT'S FOR YOU-HOO!

Sending, receiving and intercepting messages is the key to success in *Treachery*. No self-respecting spymaster forgets that every order he sends and every report he receives *may* have been intercepted en route by the enemy and a clever spymaster uses this fact to his advantage.

Only a real traitor will betray your messages to the enemy and that betrayal will result in a message reporting interception to enemy HQ. With any luck, one of your agents will himself intercept the message of interception and report it back to your HQ. You then discover the identity of the traitor in your midst and you also know that your intercepting agent can be completely trusted. If he really belonged to the enemy, he would never have sent in an interception report.

So, in the early stages, it's a good idea to send orders by the longest routes possible in the hope that they get intercepted. At the same time, you should call in reports by the shortest and safest routes back to HQ since they may carry information you definitely don't want betrayed to the enemy.

LESSON TWO: THE BEST MOLES STAY UNDERGROUND

Until you have some idea of which agents are to be trusted, the best action is no action. If you use your agents James Bond fashion and leave a trail of dead bodies across Europe, you are very likely to lose the game. Your own agents become prominent targets, you waste time that can be more profitably spent gathering information and you are quite likely to bump off someone who is *not* an enemy agent.

Don't forget that even enemy agents can be very useful so long as you know who they are. They will be gathering information too — information that you can intercept and use to your own advantage.

Relocating an agent in a different city should only be done of necessity — you waste valuable spying opportunities and you might, in fact, be moving an enemy double-agent to a better position!

Instead, the first few turns should be spent making

innocuous "searches" in the cities where you have agents. Soon you will build up a working knowledge of who to trust. Only then should you begin to think about new stations for your agents.

A vital task is to establish secure routes for your orders and reports by moving men you know you can rely on into gaps or suspect links in your communications.

Appropriately enough, Berlin, notorious for its wealth of spies, is a key centre for routing messages through. Without a man in Berlin, your flexibility in sending orders and calling in reports is severely limited and it is the one place where you might allow yourself the luxury of eliminating the opposition once and for all.

Another essential task is to make sure you have a trusted mole close to or in the enemy HQ, ready to intervene if the opposition finds Schweinstein first and makes a break for home.

LESSON THREE: A SNEAK IN TIME SAVES NINE

Above all, you must be sneaky. Not only is it vital in winning the game, it's also great fun! How sneaky you can be depends on the calibre of your opponent — it's no use employing tortuously subtle ruses against a blockhead — but it always offers rewarding opportunities for creative thinking.

One of my favourites is to send orders to an agent to kill your own Master Spy but to send them by an

incomplete route so that they never actually arrive! You make sure, however, that the route includes a traitor who will betray your orders to the enemy. Your opponent immediately gets the impression that you have discovered one of his triple agents and have decided to eliminate him. He never suspects for one moment that you would kill your own Master Spy and now believes he knows an agent he can trust!

LESSON FOUR: DON'T PANIC

Never lose your cool. Rushing into action with all guns blazing is a tempting recourse during a crisis but calm, logical thinking will usually find a quiet solution to the problem. Remember, it is Smiley, not Bond, who wins at *Treachery*.

TREACHERY

```

10 ' *****
20 REM ** TREACHERY **
30 ' *****
40 ' ** Converted From Spectrum **
50 ' ** & Commodore Listings in **
60 ' ** Computer & Video Games **
70 ' *****
80 CLEAR
90 MODE 1
100 WINDOW#1,11,37,5,22:PAPER#1,0
110 ON ERROR GOTO 7750
120 GOTO 3420
130 ' *****
140 REM ** Print Message Sheet **
150 ' *****
160 CLS#1
170 PLOT 158,336,2:DRAWR 438,0:DRAWR 0,-
294:DRAWR -438,0:DRAWR 0,294
180 PEN 1
190 RETURN
200 ' *****
210 REM ** Start of Turn Page **
220 ' *****
230 CLS:CLS#1:x=3:y=2:GOSUB 2940
240 PLOT 1,1,1:DRAW 1,399:DRAW 639,399:D
RAW 639,1:DRAW 1,1
250 GOSUB 160
260 FOR k=1 TO 3
270 LOCATE#1,4,1+k:PRINT#1, t$(k)
280 NEXT
290 LOCATE#1,5,5:PRINT#1,p$(p,1)
300 LOCATE#1,2,7:PRINT#1,"OPERATIONAL FI
LE"
310 LOCATE#1,2,9:PRINT#1,"REF: ";p$(p,2
)
320 LOCATE#1,2,11:PRINT#1,"Heidelberg Sc
hweinstein"
330 LOCATE#1,2,13:PRINT#1,"GRADE 1 ACCES
S ONLY"
340 LOCATE#1,2,15:PRINT#1,"Enter Cleanan
ce Code"
350 LOCATE#1,2,17:PRINT#1,STRING$(6,210)
360 SOUND 7,200,25,5
370 c$="":FOR k=1 TO 6
380 k$=INKEY$:IF k$="" THEN 380
390 IF k$<"a" OR k$>"z" THEN GOTO 380
400 k$=CHR$(ASC(k$)-32):c$=c$+k$
410 LOCATE#1,1+k,17:PRINT#1,k$
420 IF INKEY$<" " THEN 420
430 NEXT :IF day=3 THEN g$(p)=c$
440 IF c$<>g$(p) THEN LOCATE#1,9,17:PRIN
T#1,"IS INCORRECT":SOUND 7,1000,25,5,0,0
,7:FOR k=1 TO 1000:NEXT:LOCATE#1,9,17:PR
INT#1," "GOTO 350
450 RETURN
460 ' *****
470 REM ** End of Page **
480 ' *****
490 LOCATE#1,2,17:PRINT#1,CHR$(24);" KEY
COPY OR RETURN ";CHR$(24)
500 SOUND 7,200,25,5
510 IF INKEY(18)<>-1 THEN GOTO 550
520 IF INKEY(9)<>-1 THEN 540
530 GOTO 510
540 LOCATE#1,2,17:PRINT#1,"
":GOSUB 7620
550 RETURN
560 GOSUB 160
570 LOCATE#1,2,2:PRINT#1,p$(p,1);" DAY";
day
580 LOCATE#1,2,3:PRINT#1,"INCOMING REPOR

```

```

T"
590 LOCATE#1,2,5:PRINT#1,"PRESS KEY FOR
YOUR AGENT"
600 k$=INKEY$:IF k$="" THEN 600
610 IF k$="" THEN RETURN
620 IF k$>"a" AND k$<"z" THEN a9=ASC(k
$)-96:GOTO 650
630 IF k$>"0" AND k$<"9" THEN a9=ASC(k
$)-21:GOTO 650
640 GOTO 600
650 IF ASC(n$(a9,4))=0 THEN GOTO 610
660 orank=ASC(n$(a9,p+1))
670 erank=ASC(n$(a9,4-p))
680 IF orank>erank AND ASC(MID$(f$(1,a9)
,5,1))>0 THEN 720
690 LOCATE#1,2,7:PRINT#1,CHR$(24);" NO R
EPORT IS AVAILABLE ";CHR$(24)
700 FOR k=1 TO 500:NEXT
710 GOTO 560
720 IF ASC(MID$(f$(1,a9),2,1))=0 THEN 78
0
730 m1=ASC(MID$(f$(1,a9),2,1))
740 m5=ASC(MID$(f$(1,a9),3,1))
750 m6=ASC(MID$(f$(1,a9),4,1))
760 f$(1,a9)=LEFT$(f$(1,a9),1)+CHR$(0)+M
ID$(f$(1,a9),3)
770 GOTO 820
780 m1=17:IF ASC(LEFT$(f$(1,a9),1))>1 TH
EN m1=16
790 m5=ASC(MID$(f$(1,a9),6))
800 m6=0
810 f$(1,a9)=LEFT$(f$(1,a9),5)+MID$(f$(1
,a9),7,8)+RIGHT$(f$(1,a9),1)
820 m2=a9
830 m3=p
840 m4=day-1
850 f$(1,a9)=LEFT$(f$(1,a9),4)+CHR$(ASC(
MID$(f$(1,a9),5,1))-1)+MID$(f$(1,a9),6)
860 m$=CHR$(m1)+CHR$(m2)+CHR$(m3)+CHR$(m
4)+CHR$(m5)+CHR$(m6)
870 from=ASC(n$(a9,1))
880 type=1:IF p=2 THEN de=25 ELSE de=18
890 LOCATE#1,2,5:PRINT#1,"
"
900 LOCATE#1,2,5:PRINT#1,x$(a9);" TO ";M
ID$(p$(p,1),5):GOSUB 2360
910 IF k$="X" THEN GOTO 560
920 me=stack-1:md=3
930 GOSUB 160
940 LOCATE#1,2,2:PRINT#1,p$(p,1);" DAY";
day
950 LOCATE#1,2,3:PRINT#1,"INCOMING REPOR
T"
960 IF e=1 THEN LOCATE#1,2,5:PRINT#1,"RE
PORT HAS BEEN SENT BUT":LOCATE#1,2,6:PRI
NT#1,"IT HAS NOT BEEN RECEIVED":GOTO 490
970 y=4:GOSUB 1020
980 GOTO 490
990 ' *****
1000 REM ** Decode Message **
1010 ' *****
1020 m1=ASC(LEFT$(s$(md,me),1))
1030 m2=ASC(MID$(s$(md,me),2,1))
1040 m3=ASC(MID$(s$(md,me),3,1))
1050 m4=ASC(MID$(s$(md,me),4,1))
1060 m5=ASC(MID$(s$(md,me),5,1))
1070 m6=ASC(MID$(s$(md,me),6,1))
1080 LOCATE#1,2,y:PEN#1,3:PRINT#1,STRING
$(25,255):PEN#1,1:y=y+1
1090 IF m1<10 THEN LOCATE#1,2,y:PRINT#1,
MID$(p$(m3,1),5);" TO ";x$(m2)

```



```

1100 IF m1>9 THEN LOCATE#1,2,9:PRINT#1,x
$(m2);" TO ";MID$(P$(m3,1),5)
1110 y=y+1
1120 ON m1 GOSUB 1170,1180,1190,1200,122
0,1230,1250,1260,1270,1280,1300,1320
1130 IF m1>12 THEN ON (m1-12) GOSUB 1340
,1360,1380,1390,1420
1140 y=y+1
1150 LOCATE#1,2,9:PRINT#1,STRING
$(25,255):PRINT#1,1
1160 RETURN
1170 LOCATE#1,2,9:PRINT#1,"Go to ";w$(m5
):RETURN
1180 LOCATE#1,2,9:PRINT#1,"Kill ";x$(m5)
:RETURN
1190 LOCATE#1,2,9:PRINT#1,"Search ";r$(m
5):RETURN
1200 LOCATE#1,2,9:PRINT#1,"Steal ";r$(m5
):y=y+1
1210 LOCATE#1,2,9:PRINT#1,"From agent ";
x$(m6):RETURN
1220 LOCATE#1,2,9:PRINT#1,"Hide ";r$(m5)
:RETURN
1230 LOCATE#1,2,9:PRINT#1,"Transfer ";r$(
m5):y=y+1
1240 LOCATE#1,2,9:PRINT#1,"To agent ";x$(
m5):RETURN
1250 LOCATE#1,2,9:PRINT#1,"Change status
to ";r$(m5):RETURN
1260 LOCATE#1,2,9:PRINT#1,"Switch HOMING
-BEACON ";o$(m5):RETURN
1270 LOCATE#1,2,9:PRINT#1,"Explode MIND-
BOMB":RETURN
1280 LOCATE#1,2,9:PRINT#1,r$(m5);" captu
red":y=y+1
1290 LOCATE#1,2,9:PRINT#1,"in ";w$(m6):R
ETURN
1300 LOCATE#1,2,9:PRINT#1,r$(m5);" locat
ed":y=y+1
1310 LOCATE#1,2,9:PRINT#1,"in ";w$(m6):R
ETURN
1320 LOCATE#1,2,9:PRINT#1,"SCHWEINSTEIN
was seen on":y=y+1
1330 LOCATE#1,2,9:PRINT#1,"DAY";m5;"in "
;w$(m6):RETURN
1340 LOCATE#1,2,9:PRINT#1,"I have got ";
r$(m5):y=y+1
1350 LOCATE#1,2,9:PRINT#1,"From ";x$(m6)
:RETURN
1360 LOCATE#1,2,9:PRINT#1,"I have not go
t":y=y+1
1370 LOCATE#1,2,9:PRINT#1,r$(m5):RETURN
1380 LOCATE#1,2,9:PRINT#1,"Goods have be
en stolen":RETURN
1390 LOCATE#1,2,9:PRINT#1,"Message stopp
ed on DAY";m4:y=y+1
1400 IF md=1 THEN LOCATE#1,2,9:PRINT#1,"
Contents not available":RETURN
1410 me=m5:md=md-1:GOSUB 1020:RETURN
1420 LOCATE#1,2,9:PRINT#1,"Message Passe
d on DAY";m4:y=y+1
1430 IF md=1 THEN LOCATE#1,2,9:PRINT#1,"
Contents not available":RETURN
1440 me=m5:md=md-1:GOSUB 1020:RETURN
1450 ' *****
1460 REM ** Give Orders **
1470 ' *****
1480 i$="" :m6=0:GOSUB 160:LOCATE#1,2,2:P
RINT#1,P$(P,1);" DAY";day
1490 LOCATE#1,2,4:PRINT#1,"OUTGOING ORDE
R'S"

```

```

1500 LOCATE#1,2,6:PRINT#1,"PRESS KEY FOR
YOUR AGENT"
1510 k$=INKEY$:IF k$="" THEN 1510
1520 IF k$=" " THEN RETURN
1530 IF k$>"a" AND k$<"z" THEN m2=ASC(
k$)-96:GOTO 1560
1540 IF k$>"0" AND k$<"9" THEN m2=ASC(
k$)-21:GOTO 1560
1550 GOTO 1510
1560 IF ASC(m$(m2,4))=0 THEN 1510
1570 LOCATE#1,2,7:PRINT#1,MID$(P$(P,1),5
);" TO ";x$(m2)
1580 LOCATE#1,2,8:PRINT#1,"KEY 1 Go to
city"
1590 LOCATE#1,2,9:PRINT#1,"KEY 2 Kill a
gent"
1600 LOCATE#1,2,10:PRINT#1,"KEY 3 Searc
h city"
1610 LOCATE#1,2,11:PRINT#1,"KEY 4 Steal
object"
1620 LOCATE#1,2,12:PRINT#1,"KEY 5 Hide
object"
1630 LOCATE#1,2,13:PRINT#1,"KEY 6 Trans
fer object"
1640 LOCATE#1,2,14:PRINT#1,"KEY 7 Chang
e status"
1650 LOCATE#1,2,15:PRINT#1,"KEY 8 Switc
h BEACON"
1660 LOCATE#1,2,16:PRINT#1,"KEY 9 Expl
ode MIND-BOMB"
1670 k$=INKEY$:IF k$="" THEN 1670
1680 IF k$<"1" OR k$>"9" THEN 1670
1690 m1=VAL(k$)
1700 FOR k=2 TO 9
1710 LOCATE#1,2,7+k:PRINT#1,"
1720 NEXT
1730 LOCATE#1,2,8:PRINT#1,"
";LOCATE#1,2,8
1740 ON VAL(k$) GOSUB 1840,1850,1860,187
0,1880,1890,1900,1910,1920
1750 m3=P:m4=day
1760 m$=CHR$(m1)+CHR$(m2)+CHR$(m3)+CHR$(
m4)+CHR$(m5)+CHR$(m5)
1770 IF P=2 THEN from=25 ELSE from=18
1780 type=0:de=ASC(m$(m2,1)):GOSUB 2360
1790 IF k$="X" THEN GOTO 1480
1800 RETURN
1810 ' *****
1820 REM ** Parameter Selection **
1830 ' *****
1840 PRINT#1,"Go to ...":GOTO 1930
1850 PRINT#1,"Kill ...":GOSUB 2020:m5=a9
:LOCATE#1,7,8:PRINT#1,x$(m5):RETURN
1860 m5=ASC(m$(m2,1)):PRINT#1,"Search ";
w$(m5):RETURN
1870 PRINT#1,"Steal ...":GOSUB 2110:LOCA
TE#1,8,8:PRINT#1,r$(m5):LOCATE#1,2,9:PRI
NT#1,"from agent ...":GOSUB 2020:m6=a9:L
OCATE#1,13,9:PRINT#1,x$(m6):RETURN
1880 PRINT#1,"Hide ...":GOSUB 2110:LOCAT
E#1,7,8:PRINT#1,r$(m5):RETURN
1890 PRINT#1,"Transfer ...":GOSUB 2110:L
OCATE#1,11,8:PRINT#1,r$(m5):LOCATE#1,2,9
:PRINT#1,"to agent ...":GOSUB 2020:m6=a9
:LOCATE#1,11,9:PRINT#1,x$(m6):RETURN
1900 PRINT#1,"Change status to ...":GOSU
B 2200:LOCATE#1,19,8:PRINT#1,q$(m5):RETU
RN
1910 PRINT#1,"Switch HOMING-BEACON ...":
GOSUB 2270:LOCATE#1,23,8:PRINT#1,o$(m5):
RETURN

```


TREACHERY

```

1920 PRINT#1,"Explode MIND-BOMB":RETURN
1930 l=8:m5=ASC(n$(m2,1)):FOR k=1 TO 8
1940 k$=MID$(q$(m5),k,1):IF k$=" " THEN
l=k-1:k=8:GOTO 1960
1950 LOCATE#1,2,10+k:PRINT#1,"KEY";k);w$(
ASC(k$)-64)
1960 NEXT
1970 k$=INKEY$:IF k$="" THEN 1970
1980 IF k$<"1" OR k$>RIGHT$(STR$(1),1)
THEN 1970
1990 GOSUB 2320
2000 m5=ASC(MID$(q$(m5),VAL(k$),1))-64:L
OCATE#1,8,8:PRINT#1,w$(m5):RETURN
2010 REM ** Key in Agent **
2020 LOCATE#1,2,11:PRINT#1,"PRESS KEY FO
R AGENT"
2030 k$=INKEY$:IF k$="" THEN 2030
2040 IF k$>="a" AND k$<="z" THEN a9=ASC(
k$)-96:GOTO 2070
2050 IF k$>="0" AND k$<="9" THEN a9=ASC(
k$)-21:GOTO 2070
2060 GOTO 2030
2070 IF ASC(n$(a9,4))=0 THEN 2030
2080 l=1:GOSUB 2320
2090 RETURN
2100 REM ** Key in Object **
2110 FOR k=1 TO 3
2120 LOCATE#1,2,10+k:PRINT#1,"KEY";k);r$(
k)
2130 NEXT
2140 k$=INKEY$:IF k$="" THEN 2140
2150 IF k$<"1" OR k$>"3" THEN 2140
2160 m5=VAL(k$)
2170 l=3:GOSUB 2320
2180 RETURN
2190 REM ** Key in Status **
2200 FOR k=1 TO 3
2210 LOCATE#1,2,10+k:PRINT#1,"KEY";k);q$(
k)
2220 NEXT
2230 k$=INKEY$:IF k$="" THEN 2230
2240 IF k$<"1" OR k$>"3" THEN 2230
2250 GOTO 2160
2260 REM ** Key in ON/OFF **
2270 LOCATE#1,2,11:PRINT#1,"KEY 1 ON":LO
CATE#1,2,12:PRINT#1,"KEY 2 OFF"
2280 k$=INKEY$:IF k$="" THEN 2280
2290 IF k$<"1" OR k$>"2" THEN 2280
2300 m5=VAL(k$)
2310 l=2
2320 FOR k=1 TO l+1:LOCATE#1,2,9+k:PRINT
#1," "
NEXT:RETU
RN
2330 ' *****
2340 REM ** Message Routing **
2350 ' *****
2360 LOCATE#1,2,10:PRINT#1,"Choose route
for message"
2370 LOCATE#1,2,11:PRINT#1,"by Pressing
agent keys"
2380 LOCATE#1,2,13:PRINT#1,"Destination
of message"
2390 LOCATE#1,2,14:PRINT#1,"will end rou
te entry"
2400 LOCATE#1,2,16:PRINT#1,"SPACE will c
ancel."
2410 LOCATE#1,2,17:PRINT#1,"Longest rout
e = 8 agents"
2420 k$=INKEY$:IF k$="" THEN 2420
2430 IF (k$<"0" OR k$>"9") AND (k$<"a" O
R k$>"z") AND k$<>" " THEN GOTO 2420

```

```

2440 IF k$=" " THEN k$="X":RETURN
2450 l=8:GOSUB 2320
2460 a$="":n=0:GOTO 2480
2470 k$=INKEY$:IF k$="" THEN 2470
2480 IF k$=" " THEN l=8:GOSUB 2320:GOTO
2360
2490 IF k$>="0" AND k$<="9" THEN k=ASC(k
$)-21:GOTO 2520
2500 IF k$>="a" AND k$<="z" THEN k=ASC(k
$)-96:GOTO 2520
2510 GOTO 2470
2520 IF ASC(n$(k,4))=0 THEN 2470
2530 c=ASC(n$(k,1)):LOCATE#1,2,10+n:PRIN
T#1,x$(k);" ";w$(c)
2540 n=n+1:a$=a$+CHR$(k):IF c=de AND (ty
pe=1 OR k=m2) THEN GOTO 2580
2550 IF n=8 THEN LOCATE#1,2,9:PRINT#1,CH
R$(24);" THIS ROUTE IS TOO LONG ";CHR$(2
4):FOR k=1 TO 500:NEXT:l=8:GOSUB 2320:LO
CATE#1,2,9:PRINT#1,"
":GOTO 2360
2560 IF INKEY$(>)="" THEN 2560
2570 GOTO 2470
2580 l=8:GOSUB 2320:LOCATE#1,2,10:PRINT#
1,"MESSAGE TO BE SENT VIA":FOR k=0 TO 2:
LOCATE#1,2,12+k
2590 FOR j=1 TO 3
2600 IF k*3+j>n THEN GOTO 2630
2610 a9=ASC(MID$(a$,k*3+j,1))
2620 PRINT#1,x$(a9);" ";
2630 NEXT:NEXT
2640 SOUND 7,200,25,5
2650 LOCATE#1,2,17:PRINT#1,CHR$(24);" KE
Y CLEAR, COPY OR ENTER";CHR$(24)
2660 IF INKEY(9)<>-1 THEN GOSUB 7620:GOT
O 2700
2670 IF INKEY(18)<>-1 THEN 2700
2680 IF INKEY(47)<>-1 THEN RETURN
2690 GOTO 2660
2700 LOCATE#1,2,17:PRINT#1,"THE MESSAGE
IS BEING SENT"
2710 s$(3,stack)=m$
2720 ' *****
2730 REM **Message Interception **
2740 ' *****
2750 e=0:a$=i$a$:n=LEN(a$):FOR k=1 TO n
2760 a9=ASC(MID$(a$,k,1)):tt=ASC(n$(a9,1
))
2770 IF e=1 OR VAL(MID$(z$(from),tt,1))>
1 THEN e=1:GOTO 2840
2780 orank=ASC(n$(a9,p+1)):erank=ASC(n$(
a9,4-p))
2790 IF orank>erank THEN GOTO 2840
2800 im=ASC(MID$(f$(2,a9),5,1)):IF im>0
AND ASC(MID$(f$(2,a9),im+5,1))=stack THE
N GOTO 2840
2810 im=im+1:f$(2,a9)=LEFT$(f$(2,a9),4)+
CHR$(im)+MID$(f$(2,a9),6)
2820 f$(2,a9)=LEFT$(f$(2,a9),im+4)+CHR$(
stack)+MID$(f$(2,a9),im+6)
2830 IF ASC(n$(a9,4))<>1 THEN e=1:IF k=n
AND ASC(LEFT$(m$,1))<10 AND ASC(n$(a9,4
))=2 THEN e=0
2840 from=tt
2850 NEXT
2860 IF ASC(LEFT$(m$,1))>9 OR e=1 THEN 2
900
2870 IF orank=0 THEN 2900
2880 IF orank<erank AND ASC(n$(a9,5))<>0
THEN 2900
2890 n$(a9,5)=CHR$(stack)

```



```

2900 stack=stack+1:RETURN
2910 ' *****
2920 REM ** Draw Fla9 **
2930 ' *****
2940 IF p=2 THEN PEN 3
2950 FOR k=1 TO 14
2960 LOCATE x,y+k-1:PRINT u$(p,k)
2970 NEXT
2980 PEN 1:RETURN
2990 ' *****
3000 REM ** Player Tune **
3010 ' *****
3020 '
3030 '
3040 ' *****
3050 REM ** UDG Data **
3060 ' *****
3070 DATA 255,255,253,248,241,225,246,25
5
3080 DATA 255,255,239,199,152,63,127,255
3090 DATA 255,255,239,247,251,251,251,12
3
3100 DATA 187,211,231,199,27,253,255,255
3110 ' *****
3120 REM ** Various Strings **
3130 ' *****
3140 DATA MI6 LONDON CONTROL
3150 DATA KGB MOSCOW CENTRAL
3160 DATA SCHW.315b/QZ
3170 DATA LIQ/ROBOTNIK/S-20
3180 DATA ON/OFF
3190 DATA ASLEEP,AWAKE,ACTIVE
3200 DATA SCHWEINSTEIN,FIRING BUTTON,HOM
ING BEACON
3210 DATA 4,3,3,4,3,2,3,2
3220 DATA 2,3,2,3,2,1,2,1
3230 DATA 2,1,2,1,1,2,1,2
3240 DATA 1,2,1,2,1,0,1,0
3250 DATA 1,0,1,0,1,0,1,0
3260 DATA 1,0,1,0,0,1,0,1
3270 DATA 0,1,0,1,0,1,0,1
3280 DATA 0,1,0,1,0,0,0,0
3290 DATA 0,0,0,0,0,0,0,0
3300 ' *****
3310 REM ** Cities & Agents **
3320 ' *****
3330 DATA AMSTERDAM,ALPHA,BELGRADE,BRAVO
,VIENNA,CHARLIE,PARIS,DELTA,OSLO,ECHO,LI
SBON,FOXTROT,MADRID,GOLF,TANGIER,HOTEL,W
ARSAW,IVAN,ROME,JULIET
3340 DATA ATHENS,KING,ISTANBUL,LIMA,BUCH
AREST,MIKE,SOFIA,NOBLE,PRAGUE,OSCAR,COPE
NHAGEN,PAPA,REYKJAVIK,QUIZ,LONDON,ROMEO,
BRUSSELS,SIERRA,BERLIN,TANGO
3350 DATA HELSINKI,UNCLE,BUDAPEST,VICTOR
,DUBLIN,WINTER,ZURICH,X-RAY,MOSCOW,YANKE
E,STOCKHOLM,ZULU
3360 DATA ZERO,ONE,TWO,THREE,FOUR,FIVE,S
IX,SEVEN,EIGHT,NINE
3370 DATA "PTSR ","VMNKJC ","OVBJXT
","STXJGR ","UZPRWQ ","WRGH ","RDJ
KHF ","KFG ","YVOTPZ ","CBKGDX ","
","NLHGJB ","YKNM ","YLNbv ","MLKB
","IVCT ","EZITAR ","UEW ","EP
ASDGFW","ATOR ","PIOCXDSA","YZEQ
","IYMBCO "
3380 DATA "QERF ","TCJD ","LMVIZU
","UYIPE "
3390 ' *****
3400 REM ** Game Start **
3410 ' *****

```

```

3420 BORDER 13:INK 0,26:INK 1,0:INK 2,2:
INK 3,6
3430 CLS:PEN 1
3440 LOCATE 12,1:PRINT" T R E A C H E R Y
"
3450 LOCATE 4,3:PRINT" When the ";:PEN 3:
PRINT" KGB ";:PEN 1:PRINT" and ";:PEN 2:PR
INT" MI6 ";:PEN 1:PRINT" wa9e a war of "
3460 LOCATE 3,4:PRINT" wits through the c
apitals of Europe,"
3470 LOCATE 11,5:PRINT" nothing is simple
!"
3480 OPENOUT "dummy"
3490 MEMORY HIMEM-1
3500 CLOSEOUT
3510 ' *****
3520 REM ** User Defined Graphics **
3530 ' *****
3540 BORDER 9
3550 FOR char=251 TO 254
3560 FOR ch=1 TO 8
3570 READ a(ch)
3580 NEXT
3590 SYMBOL char,a(1),a(2),a(3),a(4),a(5
),a(6),a(7),a(8)
3600 NEXT
3610 SYMBOL 255,0,0,0,255,255,0,0,0
3620 ' *****
3630 REM ** 'Top Secret' Data **
3640 ' *****
3650 t$(1)=CHR$(139)+CHR$(129)+CHR$(135)
+CHR$(133)+CHR$(135)+CHR$(133)+ " "+CHR$(
135)+CHR$(129)+CHR$(135)+CHR$(129)+CHR$(
135)+CHR$(129)+CHR$(135)+CHR$(133)+CHR$(
135)+CHR$(129)+CHR$(139)+CHR$(129)
3660 t$(2)=CHR$(138)+ " "+STRING$(2,133)+
CHR$(135)+CHR$(129)+ " "+CHR$(131)+CHR$(
133)+CHR$(135)+ " "+CHR$(133)+ " "+CHR$(13
5)+CHR$(132)+CHR$(135)+ " "+CHR$(138)
3670 t$(3)=CHR$(130)+ " "+CHR$(131)+CHR$(
129)+CHR$(129)+ " "+CHR$(131)+CHR$(129)
+CHR$(131)+CHR$(129)+CHR$(131)+CHR$(129)
+CHR$(129)+CHR$(129)+CHR$(131)+CHR$(129)
+CHR$(130)
3680 ' *****
3690 REM ** Construct Fla9 Strings **
3700 ' *****
3710 REM "...is CTRL 0"
3720 DIM u$(2,14):u$(1,1)="3"+CHR$(213)+
CHR$(143)+CHR$(215)+"2"+CHR$(213)+STRIN
G$(3,143)+ " "+"3"+STRING$(3,143)+ " "+"2"+
STRING$(3,143)+CHR$(212)+"3"+CHR$(214)+C
HR$(143)+CHR$(212)
3730 u$(1,2)="2"+CHR$(215)+"3"+CHR$(213)
+CHR$(143)+CHR$(215)+"2"+CHR$(213)+STRIN
G$(2,143)+ " "+"3"+STRING$(3,143)+ " "+"2"+
STRING$(2,143)+CHR$(212)+"3"+CHR$(214)+
CHR$(143)+CHR$(212)+"2"+CHR$(214)
3740 u$(1,3)="2"+CHR$(143)+CHR$(215)+"3"+
CHR$(213)+CHR$(143)+CHR$(215)+"2"+CHR$(
213)+CHR$(143)+ " "+"3"+STRING$(3,143)+ "
"+"2"+CHR$(143)+CHR$(212)+"3"+CHR$(214)+
CHR$(143)+CHR$(212)+"2"+CHR$(214)+CHR$(1
43)
3750 u$(1,4)="2"+CHR$(143)+CHR$(143)+CHR
$(215)+"3"+CHR$(213)+CHR$(143)+CHR$(215)
+"2"+CHR$(213)+ " "+"3"+STRING$(3,143)+ "
"+"2"+CHR$(212)+"3"+CHR$(214)+CHR$(143)+
CHR$(212)+"2"+CHR$(214)+STRING$(2,143)
3760 u$(1,5)="2"+STRING$(3,143)+CHR$(215
)+"3"+CHR$(213)+CHR$(143)+CHR$(215)+ " "+

```


TREACHERY

```

STRING$(3,143)+""+CHR$(214)+CHR$(143)+CHR$(212)+
"2"+CHR$(214)+STRING$(3,143)
3770 u$(1,6)=STRING$(8,"")+CHR$(213)+CHR$(143)+
STRING$(3,143)+STRING$(8,"")+u$(1,9)=u$(1,6)
3780 u$(1,7)="3"+STRING$(19,143):u$(1,8)=u$(1,7)
3790 u$(1,10)="2"+STRING$(3,143)+CHR$(212)+
"3"+CHR$(214)+CHR$(143)+CHR$(212)+""+
STRING$(3,143)+""+CHR$(213)+CHR$(143)+
CHR$(215)+""+CHR$(213)+STRING$(3,143)
3800 u$(1,11)="2"+STRING$(2,143)+CHR$(212)+
"3"+CHR$(214)+CHR$(143)+CHR$(212)+""+
CHR$(214)+""+CHR$(213)+""+STRING$(3,143)+""+
"2"+CHR$(215)+""+CHR$(213)+CHR$(143)+CHR$(215)+
"2"+CHR$(213)+CHR$(143)
3820 u$(1,13)="2"+CHR$(212)+""+CHR$(214)+
CHR$(143)+CHR$(212)+""+CHR$(214)+
STRING$(2,143)+""+CHR$(213)+""+STRING$(3,143)+""+
"2"+STRING$(2,143)+CHR$(215)+""+CHR$(213)+
CHR$(143)+CHR$(215)+""+CHR$(213)
3830 u$(1,14)="3"+CHR$(214)+CHR$(143)+
CHR$(212)+""+CHR$(214)+STRING$(3,143)+""+
"3"+""+STRING$(3,143)+""+""+
"2"+STRING$(3,143)+CHR$(215)+""+CHR$(213)+
CHR$(143)+CHR$(215)
3840 l$=STRING$(19,143)
3850 FOR l=1 TO 14
3860 u$(2,l)=l$
3870 NEXT
3880 MID$(u$(2,2),16,2)=CHR$(251)+CHR$(253)
3890 MID$(u$(2,3),16,2)=CHR$(252)+CHR$(254)
3900 REM a$="":b$="":c$="":d$="":e$="":f$="":
g$="":h$="":i$="":j$="":k$="":l$="":
m$="":n$="":o$="":p$="":q$="":r$="":s$="":
t$="":u$="":v$="":w$="":x$="":y$="":z$="":
3910 ' *****
3920 REM ** Print Flags **
3930 ' *****
3940 p=2:x=20:y=7
3950 GOSUB 2940
3960 p=1:x=3:y=11
3970 GOSUB 2940
3980 ' *****
3990 REM ** Read Various Strings **
4000 ' *****
4010 DIM p$(2,2)
4020 READ p$(1,1),p$(2,1)
4030 READ p$(1,2),p$(2,2)
4040 DIM o$(2),q$(3),r$(3)
4050 DIM s$(3,16)
4060 READ o$(1),o$(2)
4070 READ q$(1),q$(2),q$(3)
4080 READ r$(1),r$(2),r$(3)
4090 DIM n$(36,5),f$(2,36)
4100 FOR k=1 TO 26:n$(k,1)=CHR$(k):NEXT k
4110 FOR k=27 TO 31:n$(k,1)=CHR$(18):NEXT k
4120 FOR k=32 TO 36:n$(k,1)=CHR$(25):NEXT k
4130 FOR k=1 TO 36:FOR j=2 TO 5:n$(k,j)=
CHR$(32):NEXT j:NEXT k
4140 m$="":FOR k=1 TO 13:m$=m$+CHR$(0):NEXT k
EXT

```

```

4150 RANDOMIZE TIME:FOR k=1 TO 36
4160 READ a,b
4170 c=INT(RND*36)+1:IF ASC(n$(c,2))<>32
THEN GOTO 4170
4180 n$(c,2)=CHR$(a):n$(c,3)=CHR$(b)
4190 f$(1,c)=CHR$(1)+m$:n$(c,4)=CHR$(1)
4200 IF (a=1 AND b=0) OR (a=0 AND b=1) THEN
f$(1,c)=CHR$(3)+m$:n$(c,4)=CHR$(3)
4210 f$(2,c)=f$(1,c)
4220 n$(c,5)=CHR$(0)
4230 NEXT
4240 DIM g$(2),o$(6,5),s(4)
4250 BORDER 20
4260 ' *****
4270 REM ** Read Cities & Agents **
4280 ' *****
4290 DIM w$(26),x$(36)
4300 FOR k=1 TO 26
4310 READ w$(k),x$(k)
4320 NEXT
4330 FOR k=27 TO 36
4340 READ x$(k)
4350 NEXT
4360 DIM y$(26)
4370 FOR k=1 TO 26
4380 READ y$(k)
4390 NEXT
4400 BORDER 6
4410 ' *****
4420 REM ** City to City Distance **
4430 ' *****
4440 DIM z$(26):GOSUB 7800
4450 GOSUB 8100:REM **Screen Copy M/C**
4460 ' *****
4470 REM ** Game Start **
4480 ' *****
4490 BORDER 24:zzz=FRE("")
4500 day=3
4510 BORDER 26
4520 stack=1
4530 p=1
4540 r=INT(RND*26)+1:IF r=18 OR r=25 THEN
N 4540
4550 s(1)=r:swag=0
4560 FOR j=1 TO 5:GOSUB 6210:NEXT j
4570 r=INT(RND*26)+1:IF r=18 OR r=25 THEN
N 4570
4580 btag=0:btloc=r
4590 r=INT(RND*26)+1:IF r=18 OR r=25 OR
r=btloc THEN 4590
4600 bca9=0:bcloc=r:bcon=2
4610 manloc=INT(RND*26)+1
4620 exPlod=0
4630 GOTO 4980
4640 ' *****
4650 REM ** Print Agent Ranks **
4660 ' *****
4670 GOSUB 160
4680 LOCATE#1,2,2:PRINT#1,MID$(p$(p,1),1,4):
"RANK & AGENT DAY":day
4690 PEN#1,3
4700 y=4:x=2
4710 FOR k=1 TO 36
4720 IF ASC(n$(k,4))=0 OR ASC(n$(k,p+1))=0 THEN
GOTO 4770
4730 a=ASC(n$(k,p+1))
4740 LOCATE#1,x,y:PRINT#1,a;"",x$(k)
4750 y=y+1
4760 IF y=15 THEN y=4:x=14
4770 NEXT
4780 PEN#1,1

```



```

4790 GOTO 490
4800 ' *****
4810 REM ** List Agent Reports **
4820 ' *****
4830 GOSUB 160
4840 LOCATE#1,2,2:PRINT#1,MID$(P$(P,1),1
,4);"AGENT REPORTS DAY"/day
4850 y=4:x=2
4860 FOR k=1 TO 36
4870 IF ASC(n$(k,4))=0 THEN GOTO 4930
4880 orank=ASC(n$(k,P+1))
4890 erank=ASC(n$(k,4-P))
4900 IF orank<=erank OR ASC(MID$(f$(1,k)
,5,1))=0 THEN GOTO 4930
4910 LOCATE#1,x,y:PRINT#1,x$(k);" ";ASC(
MID$(f$(1,k),5,1))
4920 y=y+1:IF y=15 THEN y=4:x=14
4930 NEXT
4940 GOTO 490
4950 ' *****
4960 REM ** Player Turn Reports **
4970 ' *****
4980 rePorts=0:GOSUB 230
4990 IF rePorts=5 THEN GOTO 5200
5000 GOSUB 160
5010 IF day=3 THEN GOTO 5200
5020 LOCATE#1,2,2:PRINT#1,P$(P,1);" DAY"
/day
5030 LOCATE#1,2,3:PRINT#1,"YESTERDAY'S F
IELD REPORTS"
5040 LOCATE#1,2,6:PRINT#1,"KEY 1 List al
l agents"
5050 LOCATE#1,2,7:PRINT#1,"          and the
ir rank"
5060 LOCATE#1,2,9:PRINT#1,"KEY 2 List ag
ents with"
5070 LOCATE#1,2,10:PRINT#1,"          rePort
s to send and"
5080 LOCATE#1,2,11:PRINT#1,"          how ma
ny rePorts"
5090 LOCATE#1,2,13:PRINT#1,"KEY 3 Call i
n a rePort"
5100 LOCATE#1,2,15:PRINT#1,"KEY 4 Finish
with rePorts"
5110 LOCATE#1,2,16:PRINT#1,"          Give t
oday's orders"
5120 k$=INKEY$:IF k$="" THEN GOTO 5120
5130 IF k$<"1" OR k$>"4" THEN GOTO 5120
5140 IF k$="1" THEN GOSUB 4670:GOTO 4990
5150 IF k$="2" THEN GOSUB 4830:GOTO 4990
5160 IF k$="3" THEN GOSUB 560:rePorts=re
Ports+1:GOTO 4990
5170 ' *****
5180 REM ** Player Turn Orders **
5190 ' *****
5200 orders=0
5210 IF orders=3 THEN GOTO 5350
5220 GOSUB 160
5230 LOCATE#1,2,2:PRINT#1,P$(P,1);" DAY"
/day
5240 LOCATE#1,2,4:PRINT#1,"TODAY'S ORDER
S"
5250 LOCATE#1,2,6:PRINT#1,"KEY 1 List al
l agents"
5260 LOCATE#1,2,7:PRINT#1,"          and the
ir rank"
5270 LOCATE#1,2,9:PRINT#1,"KEY 2 Give an
order"
5280 LOCATE#1,2,11:PRINT#1,"KEY 3 Finish
with orders"
5290 LOCATE#1,2,12:PRINT#1,"          Operat

```

```

ions over"
5300 LOCATE#1,2,13:PRINT#1,"          until
tomorrow"
5310 k$=INKEY$:IF k$="" THEN 5310
5320 IF k$<"1" OR k$>"3" THEN 5310
5330 IF k$="1" THEN GOSUB 4670:GOTO 5210
5340 IF k$="2" THEN GOSUB 1480:orders=or
ders+1:GOTO 5210
5350 P=P+1:IF P<3 THEN GOTO 4980
5360 ' *****
5370 REM ** End of Day **
5380 ' *****
5390 GOSUB 5550
5400 day=day+1
5410 FOR k=1 TO 16
5420 s$(1,k)=s$(2,k)
5430 s$(2,k)=s$(3,k)
5440 NEXT:stack=1
5450 m$="":FOR k=1 TO 13:m$=m$+CHR$(0):N
EXT
5460 FOR k=1 TO 36
5470 f$(1,k)=f$(2,k)
5480 f$(2,k)=n$(k,4)+m$
5490 NEXT
5500 P=1
5510 GOTO 4980
5520 ' *****
5530 REM ** Execute Orders **
5540 ' *****
5550 CLS
5560 GOSUB 160
5570 LOCATE#1,2,2:PRINT#1,"END OF DAY"/d
ay;CHR$(8);"'s TREACHERY"
5580 GOSUB 6210
5590 FOR k=1 TO 6:FOR j=1 TO 5:o(k,j)=0:
NEXT:NEXT
5600 no=0
5610 FOR k=1 TO 36
5620 o1=ASC(n$(k,5)):IF o1=0 THEN GOTO 5
700
5630 no=no+1
5640 o(no,1)=ASC(LEFT$(s$(3,o1),1))
5650 o(no,2)=ASC(MID$(s$(3,o1),2,1))
5660 o(no,3)=ASC(MID$(s$(3,o1),5,1))
5670 o(no,4)=ASC(MID$(s$(3,o1),6,1))
5680 o(no,5)=ASC(MID$(s$(3,o1),3,1))
5690 n$(k,5)=CHR$(0)
5700 NEXT
5710 y=4
5720 FOR o=1 TO no:IF o(o,1)=9 THEN GOSU
B 6350
5730 NEXT
5740 FOR o=1 TO no:IF o(o,1)=1 THEN GOSU
B 6520
5750 NEXT
5760 FOR o=1 TO no:IF o(o,1)=5 THEN GOSU
B 6630
5770 NEXT
5780 FOR o=1 TO no:IF o(o,1)=6 THEN GOSU
B 6750
5790 NEXT
5800 FOR o=1 TO no:IF o(o,1)=3 THEN GOSU
B 6980
5810 NEXT
5820 FOR o=1 TO no:IF o(o,1)=4 THEN GOSU
B 7210
5830 NEXT
5840 FOR o=1 TO no:IF o(o,1)=2 THEN GOSU
B 7290
5850 NEXT
5860 FOR o=1 TO no:IF o(o,1)=8 THEN GOSU

```


TREACHERY

```

B 7440
5870 NEXT
5880 FOR o=1 TO no:IF o(o,1)=7 THEN GOSU
B 7520
5890 NEXT
5900 FOR k=1 TO 36
5910 IF ASC(MID$(f$(2,k),2,1))<>0 THEN f
$(2,k)=LEFT$(f$(2,k),4)+CHR$(ASC(MID$(f$
(2,k),5,1))+1)+MID$(f$(2,k),6)
5920 NEXT
5930 LOCATE#1,2,y:PRINT#1,"3 days ago SC
HWEINSTEIN":y=y+1
5940 LOCATE#1,2,y:PRINT#1,"Was seen in "
;w$(s(4)):y=y+1
5950 IF bcon=2 THEN GOTO 5970
5960 LOCATE#1,2,y:PRINT#1,"BEACON ON in
";w$(bcloc):y=y+1
5970 IF bta9=0 THEN GOTO 6000
5980 LOCATE#1,2,y:PRINT#1,"FIRING BUTTON
detected":y=y+1
5990 LOCATE#1,2,y:PRINT#1,"in ";w$(btloc
):y=y+1
6000 IF explod=1 THEN GOTO 6120
6010 d=VAL(MID$(z$(manloc),bcloc,1))
6020 IF d=0 AND bcon=1 THEN GOTO 6110
6030 n=0:FOR k=1 TO 8
6040 IF MID$(y$(manloc),k,1)<>" " THEN n
=n+1
6050 NEXT
6060 r=INT(RND*n)+1
6070 IF bcon=2 THEN manloc=ASC(MID$(y$(m
anloc),r,1))-64:GOTO 6110
6080 c=ASC(MID$(y$(manloc),r,1))-64
6090 IF VAL(MID$(z$(c),bcloc,1))>=d THEN
GOTO 6060
6100 manloc=c
6110 LOCATE#1,2,y:PRINT#1,"MANDROID in "
;w$(manloc):y=y+1
6120 IF s(1)<>18 AND s(1)<>25 THEN GOTO
490
6130 IF s(1)=18 THEN LOCATE#1,2,y:PRINT#
1,"SCHWEINSTEIN IN LONDON":y=y+2:LOCATE#
1,2,y:PRINT#1,"MI6 HAVE WON THE GAME":P=
1
6140 IF s(1)=25 THEN LOCATE#1,2,y:PRINT#
1,"SCHWEINSTEIN IN MOSCOW":y=y+2:LOCATE#
1,2,y:PRINT#1,"THE KGB HAVE WON THE GAME
":P=2
6150 REM
6160 GOTO 6160
6170 STOP
6180 ' *****
6190 REM ** Move Schweinstein **
6200 ' *****
6210 FOR k=4 TO 2 STEP-1
6220 s(k)=s(k-1)
6230 NEXT
6240 IF schwa9>0 THEN RETURN
6250 n=0:FOR k=1 TO 8
6260 IF MID$(y$(s(1)),k,1)<>" " THEN n=n+1
6270 NEXT
6280 r=INT(RND*n)+1
6290 c=ASC(MID$(y$(s(1)),r,1))-64
6300 IF c=s(3) OR c=18 OR c=25 THEN 6280
6310 s(1)=c:RETURN
6320 ' *****
6330 REM ** Explode Mindbomb **
6340 ' *****
6350 IF explod=1 THEN RETURN
6360 a9=o(o,2):IF bta9<>a9 THEN ob=2:GOT
O 6900

```

```

6370 LOCATE#1,2,y:PRINT#1,"MIND-BOMB exp
lodes in":y=y+1
6380 LOCATE#1,2,y:PRINT#1,w$(manloc):y=
y+1
6390 IF manloc=18 THEN y=y+1:LOCATE#1,2,
y:PRINT#1,"THE KGB HAVE WON THE GAME":P=
2:GOTO 6150
6400 IF manloc=25 THEN y=y+1:LOCATE#1,2,
y:PRINT#1,"MI6 HAVE WON THE GAME":P=1:GO
TO 6150
6410 FOR k=1 TO 36
6420 IF ASC(n$(k,1))<>manloc THEN 6470
6430 n$(k,4)=CHR$(0)
6440 IF bta9=k THEN bta9=0
6450 IF bca9=k THEN bca9=0
6460 IF schwa9=k THEN schwa9=0
6470 NEXT
6480 explod=1:RETURN
6490 ' *****
6500 REM ** Go to City **
6510 ' *****
6520 a9=o(o,2):c=o(o,3)
6530 IF ASC(n$(a9,4))=0 THEN RETURN
6540 n$(a9,1)=CHR$(c)
6550 IF bta9=a9 THEN btloc=c
6560 IF bca9=a9 THEN bcloc=c
6570 IF schwa9=a9 THEN s(1)=c
6580 LOCATE#1,2,y:PRINT#1,x$(a9):" go to
";w$(c)
6590 y=y+1:RETURN
6600 ' *****
6610 REM ** Hide Object **
6620 ' *****
6630 a9=o(o,2):ob=o(o,3)
6640 IF ASC(n$(a9,4))=0 THEN RETURN
6650 ON ob GOTO 6660,6680,6700
6660 IF schwa9<>a9 THEN GOTO 6900
6670 schwa9=0:RETURN
6680 IF bta9<>a9 THEN GOTO 6900
6690 bta9=0:RETURN
6700 IF bca9<>a9 THEN GOTO 6900
6710 bca9=0:RETURN
6720 ' *****
6730 REM ** Transfer Object **
6740 ' *****
6750 a9=o(o,2):ob=o(o,3):tol=o(o,4):IF a
9=tol THEN RETURN
6760 IF ASC(n$(a9,4))=0 OR ASC(n$(tol,4)
)=0 THEN RETURN
6770 fc=ASC(n$(a9,1)):tc=ASC(n$(tol,1))
6780 IF MID$(z$(fc),tc,1)>"1" THEN RETUR
N
6790 ON ob GOTO 6800,6830,6860
6800 IF schwa9<>a9 THEN GOTO 6900
6810 schwa9=tol:s(1)=tc
6820 GOTO 6880
6830 IF bta9<>a9 THEN GOTO 6900
6840 bta9=tol:btloc=tc
6850 GOTO 6880
6860 IF bca9<>a9 THEN GOTO 6900
6870 bca9=tol:bcloc=tc
6880 f$(2,tol)=LEFT$(f$(2,tol),1)+CHR$(1
3)+CHR$(ob)+CHR$(a9)+MID$(f$(2,tol),5)
6890 RETURN
6900 IF o(o,1)=4 THEN GOTO 6930
6910 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(14)
+CHR$(ob)+MID$(f$(2,a9),4)
6920 RETURN
6930 f$(2,tol)=LEFT$(f$(2,tol),1)+CHR$(1
4)+CHR$(ob)+MID$(f$(2,tol),4)
6940 RETURN

```



```

6950 ' *****
6960 REM ** Search City **
6970 ' *****
6980 a9=o(o,2):c=o(o,3)
6990 IF ASC(n$(a9,4))=0 THEN RETURN
7000 s1=0:FOR k=3 TO 2 STEP-1
7010 IF s(k)=c THEN s1=k
7020 NEXT
7030 IF s1=0 THEN GOTO 7050
7040 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(12)+
CHR$(day+1-s1)+CHR$(c)+MID$(f$(2,a9),5)
7050 IF s(1)<>c THEN GOTO 7100
7060 IF schwa9=0 THEN schwa9=a9:f$(2,a9)=
LEFT$(f$(2,a9),1)+CHR$(10)+MID$(f$(2,a9),
3):GOTO 7080
7070 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(11)+
MID$(f$(2,a9),3)
7080 f$(2,a9)=LEFT$(f$(2,a9),2)+CHR$(1)+
CHR$(c)+MID$(f$(2,a9),5)
7090 RETURN
7100 IF btloc<>c OR bta9<>0 THEN GOTO 71
30
7110 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(10)+
CHR$(2)+CHR$(c)+MID$(f$(2,a9),5)
7120 bta9=a9
7130 IF bcloc<>c OR bcon=1 THEN RETURN
7140 IF bca9=0 THEN bca9=a9:f$(2,a9)=LEF
T$(f$(2,a9),1)+CHR$(10)+MID$(f$(2,a9),3)
7150 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(11)+
MID$(f$(2,a9),3)
7160 f$(2,a9)=LEFT$(f$(2,a9),2)+CHR$(3)+
CHR$(c)+MID$(f$(2,a9),5)
7170 RETURN
7180 ' *****
7190 REM ** Steal Object **
7200 ' *****
7210 to1=o(o,2):ob=o(o,3):a9=o(o,4):IF a
9=to1 THEN RETURN
7220 GOSUB 6760
7230 IF ASC(MID$(f$(2,to1),2,1))<>13 THE
N RETURN
7240 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(15)+
MID$(f$(2,a9),3)
7250 RETURN
7260 ' *****
7270 REM ** Kill Agent **
7280 ' *****
7290 a9=o(o,2):to1=o(o,3)
7300 IF a9=to1 THEN RETURN
7310 IF ASC(n$(a9,4))=0 OR ASC(n$(to1,4)
)=0 THEN RETURN
7320 c=ASC(n$(a9,1))
7330 IF ASC(n$(to1,1))<>c THEN RETURN
7340 n$(to1,4)=CHR$(0)
7350 IF bta9=to1 THEN bta9=0
7360 IF bca9=to1 THEN bca9=0
7370 IF schwa9=to1 THEN schwa9=0
7380 LOCATE#1,2,9:PRINT#1,x$(to1);" is e
liminated"
7390 y=y+1
7400 RETURN
7410 ' *****
7420 REM ** Switch Beacon **
7430 ' *****
7440 a9=o(o,2):on1=o(o,3)
7450 IF ASC(n$(a9,4))=0 THEN RETURN
7460 IF bca9<>a9 THEN ob=3:GOTO 6900
7470 bcon=on1
7480 RETURN
7490 ' *****
7500 REM ** Change Status **
7510 ' *****
7520 a9=o(o,2):P1=o(o,5)
7530 IF ASC(n$(a9,4))=0 THEN RETURN
7540 orank=ASC(n$(a9,P1+1))
7550 erank=ASC(n$(a9,4-P1))
7560 IF erank>orank THEN RETURN
7570 n$(a9,4)=CHR$(o(o,3))
7580 RETURN
7590 ' *****
7600 REM ** Hard Copy to Printer **
7610 ' *****
7620 PRINT#8,CHR$(13):a%=0
7630 FOR k2=5 TO 19
7640 FOR k1=11 TO 36
7650 LOCATE k1,k2
7660 CALL copychar,@a%
7670 PRINT#8,CHR$(a%);
7680 NEXT
7690 PRINT#8
7700 NEXT
7710 RETURN
7720 ' *****
7730 REM ** Error Trapping **
7740 ' *****
7750 LOCATE 1,24:PRINT"Error";ERR;"in LI
NE";:ERL
7760 END
7770 ' *****
7780 REM ** Z$(array) DATA **
7790 ' *****
7800 RESTORE 7810:FOR k=1 TO 26:READ z$(
k):NEXT:RETURN
7810 DATA "03222223233444213111332232"
7820 DATA "30124322211211234332314223"
7830 DATA "21023323212322124321314123"
7840 DATA "22202212212333223111332133"
7850 DATA "24320223233334311122131321"
7860 DATA "23322011322343422123341343"
7870 DATA "22212101311232323122332233"
7880 DATA "32323110421232433233432334"
7890 DATA "22222334033223113221213211"
7900 DATA "31113212301222234222423134"
7910 DATA "31223211310121334233323223"
7920 DATA "42333322221011333343224312"
7930 DATA "41233433222101233443214312"
7940 DATA "41234322321110344343324323"
7950 DATA "22123434123323024321314222"
7960 DATA "13221223133334202121222221"
7970 DATA "34431233344334420233131422"
7980 DATA "13311112222343312012231232"
7990 DATA "13212223223444223101332233"
8000 DATA "12112323123333113210323122"
8010 DATA "33331334243223321233022411"
8020 DATA "31133433122212123332204212"
8030 DATA "24421122333444421123240332"
8040 DATA "22113323212333224221423033"
8050 DATA "32232433132112222332113301"
8060 DATA "23331334143223212232122310"
8070 ' *****
8080 REM ** Screen CoPy Machine Code **
8090 ' *****
8100 RESTORE 8160
8110 MEMORY HIMEM-12
8120 copychar=HIMEM+1
8130 FOR address=copychar TO copychar+10
8140 READ byte:POKE address,byte
8150 NEXT
8160 DATA &cd,&60,&bb,&dd,&6e,&00,&dd,&6
6,&01,&77,&c9
8170 RETURN

```



```

$132
1420 COLOUR 3
1430 PRINT TAB(0.15)CHR$133:CHR$134:
CHR$135
1440 PRINT TAB(0.16)CHR$136:CHR$137:
CHR$138
1450 PRINT TAB(16.15)CHR$133:CHR$134
:CHR$135
1460 PRINT TAB(16.16)CHR$136:CHR$137
:CHR$138
1470 VDU 5:GCOL 0.2:MOVE 68.520:PRIN
T CHR$139:MOVE 1088.520:PRINT CHR$139:VD
U 4
1480 VDU 5:GCOL 0.1:MOVE 68.554:PRIN
T CHR$140:MOVE 1088.554:PRINT CHR$140:VD
U 4
1490 ENDPROC
1500 DEFPROCmlr
1510 COLOUR 2
1520 PRINT TAB(4.17)CHR$128:CHR$129:
CHR$130
1530 PRINT TAB(12.17)CHR$128:CHR$129
:CHR$130
1540 PRINT TAB(4.18)CHR$131:" ";CHR$
132
1550 PRINT TAB(12.18)CHR$131:" ";CHR
$132
1560 COLOUR 3
1570 PRINT TAB(4.15)CHR$133:CHR$134:
CHR$135
1580 PRINT TAB(4.16)CHR$136:CHR$137:
CHR$138
1590 PRINT TAB(12.16)CHR$136:CHR$137
:CHR$138
1600 PRINT TAB(12.15)CHR$133:CHR$134
:CHR$135
1610 VDU 5:GCOL 0.2:MOVE 320.520:PRI
NT CHR$139:MOVE 838.520:PRINT CHR$139:VD
U 4
1620 VDU 5:GCOL 0.1:MOVE 320.554:PRI
NT CHR$140:MOVE 838.554:PRINT CHR$140:VD
U 4
1630 ENDPROC
1640 DEFPROCm
1650 COLOUR 2
1660 PRINT TAB(8.17)CHR$128:CHR$129:
CHR$130
1670 PRINT TAB(8.18)CHR$131:" ";CHR$
132
1680 COLOUR 3
1690 PRINT TAB(8.15)CHR$133:CHR$134:
CHR$135
1700 PRINT TAB(8.16)CHR$136:CHR$137:
CHR$138
1710 VDU 5:GCOL 0.2:MOVE 580.520:PRI
NT CHR$139:VDU 4
1720 VDU 5:GCOL 0.1:MOVE 580.554:PRI
NT CHR$140:VDU 4
1730 ENDPROC
1740 DEFPROCflap
1750 IF LA=1 THEN C=0
1760 IF LA=2 THEN C=4
1770 IF LA=3 THEN C=8
1780 IF LA=4 THEN C=12
1790 IF LA=5 THEN C=16
1800 COLOUR 3
1810 PRINT TAB(C.15)CHR$141:TAB(C+2.
15)CHR$142
1820 PRINT TAB(C.16)CHR$143:TAB(C+2.
16)CHR$144
1830 IF EG=1:SOUND 1.1.90.2:SOUND 1.
2.30.1:SOUND 1.0.0.1:SOUND 1.1.90.2:SOUN
D 1.2.30.1
1840 IF EG=0:SOUND 1.1.80.2:SOUND 1.
2.30.1:SOUND 1.0.0.1:SOUND 1.1.80.2:SOUN
D 1.2.30.1
1850 PRINT TAB(C.15)CHR$133:TAB(C+2.
15)CHR$135
1860 PRINT TAB(C.16)CHR$136:TAB(C+2.
16)CHR$138
1870 PROCntch
1880 ENDPROC
1890 DEFPROCflg
1900 VDU 23.146.0.1.15.10.0.3.3.0
1910 VDU 23.147.240.248.255.149.144.
240.240.48
1920 VDU 23.148.0.0.0.0.0.3.63.59
1930 VDU 23.149.240.96.224.224.240.2
40.240.240
1940 VDU 23.150.0.0.0.0.0.0.3.7
1950 VDU 23.152.1.3.0.0.0.0.0.0
1960 VDU 23.153.8.8.127.127.62.62.28
.0
1970 ENDPROC
1980 DEFPROCfalf
1990 COLOUR 1
2000 VDU 5:MOVE (((A+1)*2)*32)-6.((3
1-UP)*32)-32:GCOL 0.0:PRINT CHR$153:VDU
4
2010 PRINT TAB(A,UP)CHR$146:CHR$147
2020 PRINT TAB(A,UP+1)CHR$148:CHR$14
9
2030 PRINT TAB(A,UP+2)CHR$150:CHR$15
1
2040 VDU 5:MOVE ((A*2)*32)+24.16+((3
1-UP)*32):GCOL 0.3:PRINT CHR$152:VDU 4
2050 VDU 5:MOVE ((A*2)*32)-6.((31-UP
)*32)-32:GCOL 0.2:PRINT CHR$153:VDU 4
2060 ENDPROC
2070 DEFPROC1
2080 PRINT TAB(A,UP)" ";TAB(A,UP+1)
" ";TAB(A,UP+2)" "
2090 IF B=1 THEN B=2:VDU 23.151.224.
243.255.247.67.195.225.224:GOTO 2110
2100 IF B=2 THEN B=1:VDU 23.151.224.
224.224.224.64.192.224.224
2110 IF A$="r" THEN PROCf1g:A$="1"
2120 IF A>0 THEN A=A-1
2130 PROCfalf
2140 ENDPROC
2150 DEFPROCfrg
2160 VDU 23.146.15.31.255.169.9.15.1
5.12
2170 VDU 23.147.0.128.240.80.0.192.1
92.0
2180 VDU 23.148.15.6.7.7.15.15.15.15
2190 VDU 23.149.0.0.0.0.0.0.192.252.22
0
2200 VDU 23.151.0.0.0.0.0.0.192.224
2210 VDU 23.152.2.3.0.0.0.0.0.0
2220 ENDPROC
2230 DEFPROCfart
2240 COLOUR 1
2250 VDU 5:MOVE (((A)*2)*32)+24.((31
-UP)*32)-32:GCOL 0.0:PRINT CHR$152:VDU 4
2260 PRINT TAB(A,UP)CHR$146:CHR$147
2270 PRINT TAB(A,UP+1)CHR$148:CHR$14
9
2280 PRINT TAB(A,UP+2)CHR$150:CHR$15
1
2290 VDU 5:MOVE ((A*2)*32)-6.16+((31
-UP)*32):GCOL 0.3:PRINT CHR$152:VDU 4
2300 VDU 5:MOVE (((A+1)*2)*32).((31-
UP)*32)-32:GCOL 0.2:PRINT CHR$153:VDU 4
2310 ENDPROC
2320 DEFPROCp
2330 PRINT TAB(A,UP)" ";TAB(A,UP+1)
" ";TAB(A,UP+2)" "
2340 IF B=1 THEN B=2:VDU 23.150.7.19
9.255.239.194.195.135.7:GOTO 2360
2350 IF B=2 THEN B=1:VDU 23.150.7.7.
7.7.2.3.7.7
2360 IF A$="1" THEN PROCfrg:A$="r"
2370 IF A<17 THEN A=A+1
2380 PROCfart
2390 ENDPROC
2400 DEFPROCntch
2410 IF HO=1 PROC1
2420 IF HO=2 PROC2
2430 IF HO=3 PROC3
2440 IF HO=3 PROC4
2450 ENDPROC
2460 DEFPROCvar
A=10:B=2:HO=1:SO=0
A$="1":LA=1
EG=0:EGS=0
ST=.7:UP=26
EGD=0
TEC=0:TED=0
RO=0:ROG=-1
J=0:RE=0:SCT=0
S1=0:S2=0:S3=0:S4=0:S5=0
PG=0:PF=1:B$="1":PIA=19
S1=0:S2=0:S3=0:S4=0:S5=0
2480 ENDPROC
2490 DEFPROC1
2500 CHI=RND(2)
2510 IF CHI=1 THEN LA=1:ENDPROC
2520 IF CHI=2 THEN LA=5:ENDPROC
2530 ENDPROC
2540 DEFPROC2
2550 CHI=RND(3)
2560 IF CHI=1 THEN LA=1:ENDPROC
2570 IF CHI=2 THEN LA=3:ENDPROC
2580 IF CHI=3 THEN LA=5:ENDPROC
2590 ENDPROC
2600 DEFPROC3
2610 CHI=RND(4)
2620 IF CHI=1 THEN LA=1:ENDPROC
2630 IF CHI=2 THEN LA=2:ENDPROC
2640 IF CHI=3 THEN LA=4:ENDPROC
2650 IF CHI=4 THEN LA=5:ENDPROC
2660 ENDPROC
2670 DEFPROC4
2680 CHI=RND(5)
2690 IF CHI=1 THEN LA=1:ENDPROC
2700 IF CHI=2 THEN LA=2:ENDPROC
2710 IF CHI=3 THEN LA=3:ENDPROC
2720 IF CHI=4 THEN LA=4:ENDPROC
2730 IF CHI=5 THEN LA=5:ENDPROC
2740 ENDPROC
2750 DEFPROC5
2760 IF EGS<EGD THEN RE=2:PROCend
VDU 28.0.30.19.4:CLS:VDU 26
2770 TEC=TEC+EGS:TED=TED+EGD
2780 SCT=SCT+(EGS-EGD)+(HO*10)
2790 EGS=0:EGD=0
2800 HO=HO+1
2810 PROCscr
2820 PROCchgr:PROCchens
2830 IF HO=2:LA=1:PROCflap:LA=3:PROC
flap:LA=5:PROCflap:EG=0
2840 IF HO=3:LA=1:PROCflap:LA=2:PROC
flap:LA=4:PROCflap:LA=5:PROCflap:EG=0
2850 IF HO>3:LA=1:PROCflap:LA=2:PROC
flap:LA=3:PROCflap:LA=4:PROCflap:LA=5:PR
OCflap:EG=0
2860 FE=150
2870 S1=0:S2=0:S3=0:S4=0:S5=0
2880 A=16:RO=0:ROG=-1:PG=0:B$="1"
2890 PIA=19
2900 IF J=1 THEN J=0:UP=UP+2
3020 VDU 23.151.224.224.224.224.64.1
92.224.224
3030 PROCf1g:PROCfalf
3040 TIME=0
3050 IF HO>3 AND HO<8 THEN ST=HO/6
3060 ENDPROC
3070 DEFPROCsmash
3080 PRINT TAB(C+1.28)" ";TAB(C+1.27
)" "
3090 MOVE ((C+1)*2)*32.98:GCOL 0.3:D
RAW (((C+1)*2)*32)+64.98:MOVE 10+(((C+1
)*2)*32).102:GCOL 0.2:DRAW (((C+1)*2)*32
)+44.102:DRAW (((C+1)*2)*32)+40.106:DRAW
(((C+1)*2)*32)+20.106
3100 SOUND 0.2.140.3
3110 ENDPROC
3120 DEFPROCend
3130 VDU 28.0.30.19.5:CLS:VDU 26
3140 TEC=TEC+EGS:TED=TED+EGD
3150 SCT=SCT+(EGS-EGD)
3160 COLOUR 3:PRINT TAB(3.7)"HEN HOU
SE 000":TAB(16-LEN (STR$ HO).7):HO:COLOUR
1:PRINT TAB(4.9)"TOTAL EGGS:";COLOUR 3:
PRINT TAB(2.11)"IN BASKET 0000":TAB(17-L
EN (STR$ TEC).11):TEC:TAB(3.13)"DROPPED 0
000":TAB(16-LEN (STR$ TED).13):TED
3170 COLOUR 2:PRINT TAB(4.15)"SCORE
00000":TAB(15-LEN (STR$ SCT).15):SCT
3180 COLOUR 2:PRINT TAB(4.5)"END OF
GAME"
3190 IF RE=1 THEN PROCreso
3200 IF RE=2 THEN PROCrest
3210 IF RE=3 THEN PROCresth
3220 IF RE=4 THEN PROCresf
3230 IF RE=5 THEN PROCresf1
3240 COLOUR 3
3250 IF SO=0 THEN FOR WA=200 TO 50 S
TEP -.5:SOUND 1.5.WA.1:NEXT ELSE FOR WA
=0 TO 4000:NEXT
3260 PROCchh1
3270 VDU 28.0.30.19.3:CLS:VDU 26
3280 GOTO 160
3290 ENDPROC
3300 DEFPROCjump
3310 PRINT TAB(A,UP)" ";TAB(A,UP+1)
" ";TAB(A,UP+2)" "
3320 UP=UP-2
3330 SOUND 1.4.150.6
3340 IF (EG=1) AND (A$="1"):IF (A=C+
1) AND (ED>UP+1) THEN EGS=EGS+1:SOUND 1.3
.120.2:EG=0:PRINT TAB(C+1,UP+1)" ";PRO
Cfalf
3350 IF (EG=1) AND (A$="r"):IF (A=C)
AND (ED>UP+1) THEN EGS=EGS+1:SOUND 1.3
.120.2:EG=0:PRINT TAB(C+1,UP+1)" ";PROCf
art
3360 COLOUR 3
3370 PRINT TAB(9-LEN (STR$(EGS)).5):
EGS
3380 IF A$="1" THEN PROCfalf ELSE PR
OCfart
3390 TJ=TIME
3400 ENDPROC
3410 DEFPROCdown
3420 TJ=0
3430 PRINT TAB(A,UP)" ";TAB(A,UP+1)
" ";TAB(A,UP+2)" "
3440 UP=UP+2
3450 SOUND 1.5.150.5
3460 IF A$="1" THEN PROCfalf ELSE PR
OCfart
3470 ENDPROC
3480 DEFPROCreso
3490 PRINT TAB(2.21)"YOU WERE HIT BY
"
3500 PRINT TAB(1.23)"THE ROTTEN EGG!
!!"
3510 ENDPROC
3520 DEFPROCrest
3530 PRINT TAB(0.21)"YOU FAILED TO C
ATCH"
3540 PRINT TAB(2.23)"AS MANY EGGS AS
"
3550 PRINT TAB(3.25)"YOU DROPPED!!"
3560 ENDPROC
3570 DEFPROCresth
3580 PRINT TAB(1.21)"YOU HAVE BEEN H
IT"
3590 PRINT TAB(1.23)"ON THE HEAD BY
AN"
3600 PRINT TAB(7.25)"EGG!!"
3610 ENDPROC
3620 DEFPROCslp
3630 IF S1=0 AND C=0 THEN S1=1
3640 IF S2=0 AND C=4 THEN S2=5
3650 IF S3=0 AND C=8 THEN S3=9
3660 IF S4=0 AND C=12 THEN S4=13
3670 IF S5=0 AND C=16 THEN S5=17
3680 ENDPROC
3690 DEFPROCresf
3700 PRINT TAB(1.21)"YOU SLIPPED ON
AN"
3710 PRINT TAB(4.23)"EGG YOLK!!!"
3720 ENDPROC
3730 DEFPROCslpd
3740 IF A$="1" THEN PROCsl1
3750 IF A$="r" THEN PROCslr
3760 ENDPROC
3770 DEFPROCsl1
3780 IF A=0 THEN PROCslr:ENDPROC
3790 IF A=S1 THEN RE=4:PROCend

```



```

3800 IF A=S2 THEN RE=4:PROCend
3810 IF A=S3 THEN RE=4:PROCend
3820 IF A=S4 THEN RE=4:PROCend
3830 IF A=S5 THEN RE=4:PROCend
3840 ENDPROC
3850 DEFPROCc1r
3860 IF A=1=S1 THEN RE=4:PROCend
3870 IF A=1=S2 THEN RE=4:PROCend
3880 IF A=1=S3 THEN RE=4:PROCend
3890 IF A=1=S4 THEN RE=4:PROCend
3900 IF A=1=S5 THEN RE=4:PROCend
3910 ENDPROC
3920 DEFPROCc1g
3930 VDU 23,159,0,0,0,0,2,3,1,15
3940 VDU 23,154,0,0,0,0,3,15,159,255,2
55
3950 VDU 23,155,0,8,16,8,208,224,240
,240
3960 VDU 23,156,57,249,255,255,30,0,
1,1
3970 VDU 23,157,255,255,255,255,207,
192,128,128
3980 VDU 23,158,240,240,240,224,224,
192,192,192
3990 VDU 23,160,3,1,0,0,0,0,0,0
4000 ENDPROC
4010 DEFPROCc1lf
4020 IF PF=1 THEN PF=2:VDU 23,156,57
,249,255,255,30,0,1,1:VDU 23,157,255,255
,255,255,207,192,128,128:VDU 23,158,240,
240,240,224,224,192,192,192:GOTO 4040
4030 IF PF=2 THEN PF=1:VDU 23,156,57
,249,255,231,30,0,0,0,0:VDU 23,157,255,255
,255,255,207,192,97,97:VDU 23,158,240,24
0,240,224,192,128,128,128
4040 IF PIA=17 THEN PRINT TAB(18,27)
"TAB(17,28)"
4050 IF PIA=19 THEN PRINT TAB(PIA,27)
"TAB(PIA,28)"
4060 COLOUR 1
4070 IF PIA<PD THEN B$="r":PG=2:PRO
CPrG:ENDPROC
4080 IF A$="1" THEN PROCfalf
4090 IF A$="2" THEN PROCfart
4100 IF PIA=20 THEN PIA=PIA-1:PRINT
TAB(PIA,27)CHR$159:TAB(PIA,28)CHR$156
4110 IF PIA=19 THEN PIA=PIA-1:PRINT
TAB(PIA,27)CHR$159:CHR$154:TAB(PIA,28)CH
R$156:CHR$157
4120 IF PIA=18 THEN PIA=PIA-1:PRINT
TAB(PIA,27)CHR$159:CHR$154:CHR$155:TAB(P
IA,28)CHR$156:CHR$157:CHR$158:GOTO 4140
4130 IF PIA=18 THEN PIA=PIA-1:PRINT
TAB(PIA,27)CHR$159:CHR$154:CHR$155:TAB(P
IA,28)CHR$156:CHR$157:CHR$158
4140 VDU 5:MOVE ((PIA*2)*32)-4,(3*32
)+28:GCOL 0,3:PRINT CHR$160:VDU 4
4150 IF PIA=S1 THEN S1=0
4160 IF PIA=S2 THEN S2=0
4170 IF PIA=S3 THEN S3=0
4180 IF PIA=S4 THEN S4=0
4190 IF PIA=17 AND S5<0 THEN S5=0
4200 ENDPROC
4210 DEFPROCcPrG
4220 VDU 23,159,0,16,8,16,11,7,15,15
4230 VDU 23,154,0,0,0,0,192,240,249,25
5,255
4240 VDU 23,155,0,0,0,0,0,64,192,128,2
40
4250 VDU 23,156,15,15,15,7,7,3,3,3
4260 VDU 23,157,255,255,255,255,243,
3,1,1
4270 VDU 23,158,156,159,255,255,120,
0,128,128
4280 VDU 23,160,3,2,0,0,0,0,0,0
4290 ENDPROC
4300 DEFPROCcPirt
4310 IF PIA<18 THEN PRINT TAB(PIA,27)
"TAB(PIA,28)"
4320 IF PIA=18 THEN PRINT TAB(PIA,27)
"TAB(PIA,28)"
4330 IF PIA=19 THEN PRINT TAB(PIA,27)
"TAB(PIA,28)"
4340 IF PIA<18 THEN VDU 5:MOVE (((PI
A+2)*2)*32)-38,(3*32)+32:GCOL 0,0:PRINT
CHR$160:VDU 4
4350 IF A$="1" THEN PROCfalf
4360 IF A$="2" THEN PROCfart
4370 IF PIA>18 THEN B$="1":PG=0:ENDP
ROC
4380 IF PF=1 THEN PF=2:VDU 23,156,15
,15,15,7,7,3,3:VDU 23,157,255,255,255,
255,243,3,1,1:VDU 23,158,156,159,255,255
,120,0,128,128:GOTO 4400
4390 IF PF=2 THEN PF=1:VDU 23,156,15
,15,15,7,3,3,1,1:VDU 23,157,255,255,255,
255,243,3,134,134:VDU 23,158,156,159,255
,231,120,0,0,0
4400 COLOUR 1
4410 IF PIA=18 THEN PIA=PIA+1:PRINT
TAB(PIA,27)CHR$159:TAB(PIA,28)CHR$156
4420 IF PIA=17 THEN PIA=PIA+1:PRINT
TAB(PIA,27)CHR$159:CHR$154:TAB(PIA,28)CH
R$156:CHR$157
4430 IF PIA=16 THEN PIA=PIA+1:PRINT
TAB(PIA,27)CHR$159:CHR$154:CHR$155:TAB(P
IA,28)CHR$156:CHR$157:CHR$158
4440 IF PIA<16 THEN PIA=PIA+1:PRINT
TAB(PIA,27)CHR$159:CHR$154:CHR$155:TAB(P
IA,28)CHR$156:CHR$157:CHR$158
4450 IF PIA<18 THEN VDU 5:MOVE (((PI
A+2)*2)*32)-38,(3*32)+28:GCOL 0,3:PRINT
CHR$160:VDU 4
4460 IF PIA=S1 THEN S1=0
4470 IF PIA=S2 THEN S2=0
4480 IF PIA=S3 THEN S3=0
4490 IF PIA=S4 THEN S4=0
4500 ENDPROC
4510 DEFPROCcchp1
4520 IF (S1=0) AND (S2=0) AND (S3=0)
AND (S4=0) AND (S5=0) THEN PG=0:ENDPROC
4530 IF S1>0 THEN PD=S1:GOTO 4580
4540 IF S2>0 THEN PD=S2:GOTO 4580
4550 IF S3>0 THEN PD=S3:GOTO 4580
4560 IF S4>0 THEN PD=S4:GOTO 4580
4570 IF S5>0 THEN PD=S5
4580 PG=1
4590 PROCc1g
4600 PIA=19:PF=1:B$="1"
4610 ENDPROC
4620 DEFPROCcrafi
4630 PRINT TAB(3,21)"YOU HAVE BEEN"
4640 PRINT TAB(0,23)"BITTEN BY THE P
IG!"
4650 ENDPROC
4660 DEFPROCcprh1
4670 COLOUR 1
4680 PRINT TAB(3,4)"TOP FARMERS!!"
4690 COLOUR 3
4700 FOR H=1 TO 5:SOUND 1,RND(3)+2,1
40,3:PRINT TAB(0,3+(H*4)):HI(H):TAB(8,3+
(H*4)):HI(H):NEXT
4710 COLOUR 1:VDU 19,2,5,0:PRINT TA
B(1,27)"ESCAPE FOR INFO OR:COLOUR 2:PRI
NT TAB(0,29)"PRESS SPACE TO START"
4720 REPEAT:UNTIL INKEY(-99)
4730 VDU 28,0,30,19,4:CLS:VDU 26
4740 VDU 19,2,3,0:
4750 ENDPROC
4760 DEFPROCcchh1
4770 VDU 28,0,30,19,19:CLS:VDU 26
4780 H=1
4790 IF SCT>HI(H) THEN GOTO 4810 ELS
E H=H+1:IF H=6 THEN ENDPROC
GOTO 4790
4800 IF H=1 THEN PROCh11
4810 IF H=2 THEN PROCh12
4820 IF H=3 THEN PROCh13
4830 IF H=4 THEN PROCh14
4840 IF H=5 THEN PROCh15
4850 GOTO 160
4860 DEFPROCch11
4870 HI(5)=HI(4)
4880 HI(4)=HI(3)
4890 HI(3)=HI(2)
4900 HI(2)=HI(1)
4910 HI(5)=HI(4)
4920 HI(4)=HI(3)
4930 HI(3)=HI(2)
4940 HI(2)=HI(1)
4950 HI(1)=SCT
4960 COLOUR 1
4970 PRINT TAB(3,21)"YOUR SCORE WAS"
4980 PRINT TAB(1,23)"RANKED NUMBER
ONE"
5000 HI$(1)=""
5010 PROCTpin
5020 HI$(1)=HI$
5030 ENDPROC
5040 DEFPROCch12
5050 HI(5)=HI(4)
5060 HI(4)=HI(3)
5070 HI(3)=HI(2)
5080 HI(5)=HI(4)
5090 HI(4)=HI(3)
5100 HI(3)=HI(2)
5110 HI(2)=SCT
5120 COLOUR 1
5130 PRINT TAB(3,21)"YOUR SCORE WAS"
5140 PRINT TAB(1,23)"RANKED NUMBER
TWO"
5150 HI$(2)=""
5160 PROCTpin
5170 HI$(2)=HI$
5180 ENDPROC
5190 DEFPROCch13
5200 HI(5)=HI(4)
5210 HI(4)=HI(3)
5220 HI(3)=HI(2)
5230 HI(2)=SCT
5240 COLOUR 1
5250 PRINT TAB(3,21)"YOUR SCORE WAS"
5260 PRINT TAB(0,23)"RANKED NUMBER
THREE"
5270 HI$(3)=""
5280 PROCTpin
5290 HI$(3)=HI$
5300 ENDPROC
5310 DEFPROCch14
5320 HI(5)=HI(4)
5330 HI(4)=HI(3)
5340 HI(3)=HI(2)
5350 HI(2)=SCT
5360 COLOUR 1
5370 PRINT TAB(3,21)"YOUR SCORE WAS"
5380 PRINT TAB(1,23)"RANKED NUMBER F
OUR"
5390 HI$(4)=""
5400 PROCTpin
5410 HI$(4)=HI$
5420 ENDPROC
5430 DEFPROCch15
5440 HI(5)=SCT
5450 COLOUR 1
5460 PRINT TAB(3,21)"YOUR SCORE WAS"
5470 PRINT TAB(1,23)"RANKED NUMBER F
IVE"
5480 HI$(5)=""
5490 PROCTpin
5500 HI$(5)=HI$
5510 ENDPROC
5520 DEFPROCc1pin
5530 DEFPROCc1pin
5540 HI$=""
5550 PRINT TAB(1,25)"TYPE IN YOUR NA
ME!"
5560 COLOUR 3
5570 PRINT TAB(4,29)"....."
5580 CHR=1
5590 *FX 15
5600 G=GET
5610 *FX 15
5620 SOUND 1,3,RND(255),1
5630 COLOUR RND(3)
5640 IF CHR>1 AND G=127 THEN CHR=CHR
-1:PRINT TAB(3+CHR,29)"..:HI$=MID$(HI$,
0,(LEN HI$)-1):GOTO 5600
5650 IF G=13 THEN VDU 28,0,30,19,3:C
LS:VDU 26:ENDPROC
5660 HI$=HI$+CHR$ G
5670 PRINT TAB(3+CHR,29)CHR$G
5680 IF CHR<12 THEN PRINT TAB(4+CHR,
29)"..:
5690 CHR=CHR+1
5700 IF CHR=13 THEN REPEAT:G=GET:UNT
IL (G=13) OR (G=127)
5710 SOUND 1,3,RND(255),4
5720 IF G=13 THEN VDU 28,0,30,19,3:C
LS:VDU 26:ENDPROC
5730 IF G=127 THEN CHR=CHR-1:PRINT T
AB(3+CHR,29)"..:HI$=MID$(HI$,0,(LEN HI$)
-1):GOTO 5600
5740 GOTO 5600
5750 DEFPROCc1nstr
5760 PRINT TAB(11,1)"EGGS by Paul Dy
er for the 32k ELECTRON
OR BBC"
5770 PRINT " CATCH A FALLING EGG A
ND PUT IT IN YOURBASKET.Thats the whole
idea of this game.Above the ground will
be a number of nests,depending on the
screen you are on,and you must catch fal
ling eggs in yourbasket as they drop."
5780 PRINT " To warn you if an egg
is about to belayed the chicken will
cluck.There aretwo types of cluck and o
nly one signalslaying.Now to the hazard
s.A rotten eggfloats past and this mus
t be avoided at";
5790 PRINT "all costs,falling eggs d
o no good to youexcept in a basket.Missed
eggs will smashon the floor leaving a s
lippery mess to be avoided.A large pig w
ill appear when";
5800 PRINT "an egg is dropped to rem
ove the mess,buthe is not all good so st
eer clear.Lastlyif you do not collect a
s many (if notmore) eggs than you dro
p the game willend,you only have one f
armer,so use him";
5810 AX=INKEY(5000)
5820 PRINT "well,At the top of the s
creen is a multicoloured bar which repre
sents the amountof feed the hens have
left.Four noteswill warn that it is low
.When it has allbeen used the screen wil
l clear to showcurrent score and level"
5830 AX=INKEY(200)
5840 PRINT "after which thenext sc
reen will appear and be evenharder
than the previous screen."
5850 AX=INKEY(200)
5860 PRINT " 1 point is scored for
a caught egg and1 point lost for an egg
dropped.A bonusis scored for each compl
eted screen.Moveyour farmer to the left
with the Z key,right with the X key and
d jump with theRETURN key."
5870 AX=INKEY(200)
5880 PRINT " Last of all the sound
can be switchedoff with the Q key and o
n with the S key.And if you need to paus
e the game pressthe P key and restart wi
th the O key."
5890 AX=INKEY(200)
5900 PRINT "'.....Press ANY key
to move on....."
5910 IF GET ENDPROC
5920 REM ERROR PROCEDURE
5930 IF ERR<>17 THEN GOTO 5970
5940 MODE 6:VDU 23,1,0,0,0,0:PROCTin
str
5950 MODE 5:VDU 23,1,0,0,0,0:PROCTt
1
5960 RETURN
5970 MODE 6
5980 PRINT "':REPORT:PRINT " at line
":ERL
5990 VDU 23,1,1,0,0,0:
6000 END

```

As the
its p
Mas
the s
Us
mus
dow
free
stra
you
clock
boo
Al
grap
=inv
defi
=SH
No
char
und
• M

SKI MASTER

• Spectrum 16K

```

1 REM 1985 Mark Tuck
4 REM (inv vid)variables(true vid)
5 GO SUB 9000: DIM h(3): DIM h$(3,6): LET h=180: LET h(1)=60: LET h(2)=60: LET h(3)=60: LET h$(1)="mark": LET h$(2)="mark": LET h$(3)="mark"
6 LET m$="mark"
10 LET tt=0: LET tm=0: LET c=1
25 LET m=0: LET t=0
30 BORDER 7: INK 0: PAPER 7: CLS: LET f=0
35 PRINT AT 0,0: PAPER 6:"COURSE:";c;AT 0,13:h(c):" secs by ";h$(c)
40 LET w=11-c: LET a=10: PRINT AT 9,a: INK 3;"E";AT 9,a+1: INK 0: PAPER 5:" ST
ART";TAB a+w: INK 3: PAPER 7;"E": FOR e=10 TO 20: PRINT AT e,a: INK 3;"E";AT e,a
+w: INK 3;"E": NEXT e
45 LET b=0: LET x=14: LET x1=x: PRINT AT 10,x;"A";AT 11,x;"B": PAUSE 0
49 REM (inv vid)main loop(true vid)
50 POKE 23692,255
55 IF INKEY$="n" THEN LET l$="D": LET x=x-1: LET t=t+.2: GO TO 70
60 IF INKEY$="m" THEN LET l$="C": LET x=x+1: LET t=t+.2: GO TO 70
65 LET l$="B"
70 LET j=INT (RND*2): LET k=INT (RND*3)
75 LET a=a-(j=1 AND a>1)+(j=0 AND a<21)
80 LET b=b-(k=2 AND b>1)+(k=0 AND b<10)
85 IF ATTR (12,x)<>56 OR ATTR (11,x)<>56 THEN GO TO 200
90 PRINT AT 10,x1;" ";AT 11,x1;" "
95 PRINT INK 0;AT 11,x;"A";AT 12,x1;l$: LET x1=x
100 IF m>110 AND f=0 THEN LET f=1: PRINT AT 21,a: INK 3;"E";AT 21,a+1: PAPER 5
: INK 0;" FINISH";TAB a+w: PAPER 7: INK 3;"E": GO TO 130
105 PRINT AT 21,a: INK 3;"E";AT 21,a+w;"E": LET po=a+INT (w/2)+INT (RND*5)-2
107 LET rn=RND*10: IF rn>9.5 THEN PRINT AT 21,po: INK 2;"N": GO TO 130
110 IF b=2 THEN PRINT INK 4;AT 21,po;"E"
115 IF b=7 THEN PRINT INK 1;AT 21,po;"G"
120 IF b=3 THEN PRINT INK 4;AT 21,po;"FF"
125 IF b=8 THEN PRINT INK 3;AT 20,po;"H";AT 21,po;"I"
130 PRINT
180 LET m=m+1: LET t=t+.3
190 GO TO 50
199 REM (inv vid)something hit(true vid)
200 IF ATTR (12,x)=40 THEN PRINT AT 10,x1;" ";AT 11,x1;" ";AT 11,x;"A";AT 12,x
;"B": GO TO 300
205 IF ATTR (12,x)=58 THEN BEEP .05,10: PRINT AT 12,x;" ": LET t=t-(10+INT (RN
D*10))/10: GO TO 85
210 IF ATTR (11,x)=58 THEN BEEP .05,10: PRINT AT 11,x;" ": LET t=t-(10+INT (RN
D*10))/10: GO TO 85
215 PRINT AT 11,x1;" ";AT 10,x1;" "
220 PRINT AT 11,x;"L";AT 12,x;"H"
225 FOR f=20 TO 0 STEP -1: BEEP .01,f: NEXT f
230 PRINT AT 12,x;"K";AT 11,x;"J"
235 LET tm=tm+m: FOR f=0 TO 500: NEXT f
240 IF c<3 THEN LET c=c+1: GO TO 25
245 GO TO 6000
299 REM (inv vid)end course(true vid)
300 FOR a=0 TO 3: FOR f=0 TO 20: BEEP .02,f: NEXT f: NEXT a
305 LET tm=tm+m: LET tt=tt+t: PRINT AT 2,6: PAPER 6;" TIME: ";t;" seconds/"
310 FOR f=0 TO 500: NEXT f
3000 PAPER 0: BORDER 0: CLS: INK 7
3005 PRINT AT 5,3: INK 6;"Your time was ";t;" seconds"
3010 IF t<h(c) THEN LET h(c)=t: PRINT AT 9,0: INK 6;"You've beaten the course r
ecord.";AT 21,0: PAPER 7: INK 0;"ENTER name (maximum 6 letters)- ": INPUT h$(c):
IF LEN h$(c)>6 THEN GO TO 3010
3015 PRINT AT 13,2: INK 5;"Course record is ";h(c);" seconds";AT 15,12;"by ";h$(
c)
3025 FOR k=0 TO 31 STEP 2: PRINT AT 18,k: INK 4;"E": NEXT k
3030 PRINT AT 21,0: PAPER 6: INK 0;" PRESS ANY KEY FOR NEXT COURSE ": PAUSE 0
3035 IF c=3 THEN GO TO 4000
3040 GO TO 240
4000 IF tm<360 THEN GO TO 6000
4999 REM (inv vid)cup and tune(true vid)
5000 BORDER 0: PAPER 0: INK 5: CLS: PRINT AT 1,9: FLASH 1;"CONGRATULATIONS"; FL
ASH 0
5005 INK 6: PRINT AT 3,16: INK 6;"O";AT 3,16: OVER 1;"-"
5010 PRINT AT 4,15:"sh2sh8sh1";AT 5,14:"(inv vid)sh3sh3sh3sh3(true vid)"
5015 PRINT AT 5,14: OVER 1;" ";AT 6,12:"4sh47(inv vid)1st(true vid)sh47sh7";
AT 7,12:"5sh71sh8sh8sh824sh5";AT 8,13:"7sh3sh8sh8sh8sh3sh4";AT 9,15:"5sh8sh5";AT
10,16:"sh8";AT 11,16:"sh8";AT 12,14:"sh3sh2sh8sh1sh3"
5020 PRINT AT 14,0: INK 4;"You've completed all 3 ski runs,";AT 16,0;"in a total
time of ";tt;" seconds"
5025 RESTORE 5030: FOR x=1 TO 22: READ b,a: BEEP a/10,b: NEXT x
5030 DATA 0,3,2,3,4,3,5,5,0,6,5,3,4,3,5,3,7,5,2,6
5031 DATA 5,3,4,3,5,3,9,3,5,7,1,5,7,4,5,3,5,3,4,2,4,4,5,10
5035 IF tt>h THEN GO TO 5050
5040 LET h=tt: PRINT AT 18,0: INK 4;"which makes you the SKI MASTER !"
5045 PRINT AT 21,0: PAPER 7: INK 0;"ENTER name (maximum 6 letters)- ": INPUT m$:
IF LEN m$>6 THEN GO TO 5045
5050 PRINT AT 21,0: PAPER 5: INK 0;" PRESS ANY KEY FOR HIGH SCORES ": PAUSE 0
5999 REM (inv vid)score table(true vid)
6000 BORDER 4: CLS: PRINT AT 1,3;"Your ski rating is "; BRIGHT 1;INT (tm*100/36
0);" %"; BRIGHT 0;AT 4,9;"COURSE RECORDS-": FOR f=1 TO 3: PRINT AT f*2+4,3;f;"...
";h(f);" seconds by ";h$(f): NEXT f
6005 PRINT AT 15,7;"SKI MASTER is "; FLASH 1;m$: FLASH 0;"with total time of "
th;" seconds"
6010 PRINT AT 21,0: PAPER 4;" PRESS ANY KEY FOR ANOTHER RUN": PAUSE 0: GO TO 10
8999 REM (inv vid)graphics(true vid)
9000 CLS: PRINT AT 5,9: FLASH 1;"STOP THE TAPE": PAUSE 250
9005 RESTORE 9010: FOR g=USR "a" TO USR "n"+7: READ x: POKE g,x: NEXT g
9010 DATA 24,153,66,189,153,153,153,189,36,36,52,20,28,36,66,129
9015 DATA 36,36,180,108,36,18,9,4,36,36,45,54,36,72,144,32
9020 DATA 32,60,62,63,32,32,32,32,8,8,28,8,62,8,127,8
9025 DATA 28,34,65,129,129,129,66,60,62,127,34,20,170,226,62,65
9030 DATA 137,129,137,129,137,129,255,4,9,17,33,97,167,37,37
9035 DATA 60,152,152,255,0,252,0,63,18,5,69,169,166,64,28,34
9040 DATA 34,146,12,96,146,149,101,2,60,66,129,143,145,145,66,60
9099 REM (inv vid)introduction(true vid)
9100 CLS: PRINT AT 0,10: PAPER 6;" SKI MASTER ": FOR q=0 TO 8 STEP 2: PRINT AT
0,q: INK 4: PAPER 7;"E";AT 0,q*23;"E": NEXT q
9105 PRINT AT 3,1;"Ski straight and pick up clocks";AT 5,1;"for a fast time. Wat
ch out for";AT 7,3;"trees, rocks and snowmen !"
9110 PRINT AT 11,3;"Can you complete all three";AT 13,0;"courses to become the S
KI MASTER";AT 17,0;"Keys: 'N'-ski left 'M'-ski right"
9115 PRINT #0;AT 0,0: PAPER 5;" PRESS ANY KEY TO BEGIN "
9120 PAUSE 0: RETURN

```

As the winter sports season hits its peak, C+ VG presents *Ski Master* to improve your skills on the slippery slopes.

Using the M and N keys you must control the skier on his downward path, avoiding flags, trees, rocks and snowmen. The straighter you ski, the faster your time. Collecting the various clocks on the route will also boost your time.

All underlined text represents graphics and so [inv vid] = inverse video, A = user-defined graphic 'a' and sh7 = SHIFT + graphic '7'.

Note line 5015 contains five characters of normal Spectrum under-line (SYM SHIFT + 'O').

RECONNAISSANCE

• QL

Reconnaissance is a contrast to the usual shoot-em-up, high speed arcade games. It is a game which requires ingenuity, care and intelligence to successfully complete and can also be extremely addictive.

The basic aim is simple. You are a member of an elite corps whose assignment is to establish the precise location of four high explosive ordnance stores within an enemy camp prior to a bombing raid. You cannot gain admittance to the camp and so can only prowl about the perimeter.

You have divided the enemy camp into an 8×8 grid and it is this grid which forms the basis of your strategy. Each side is denoted by a letter, A – D and each grid square by numbers across the bottom and the top.

You cannot see into the camp as your survey will take place at night. The one item of equipment you have with you is a maser rifle which projects a coherent beam of microwave radiation. Around the perimeter of the camp, which is thoughtfully square, you have placed, at equal intervals, small reflective discs which are wired to your maser computer, these discs being identified as numbers on the sides (fig. 1).

The method of determining the precise location of each ordnance dump is as follows: positioning your rifle at the first co-ordinate you fire a shot. The entry position is shown in the window on the left of the screen e.g. A1. This is followed immediately by the exit co-ordinate which is itself determined from the route taken by the maser beam after being fired.

Fig. 2 shows this more clearly. Here it can be seen that an "invisible" ordnance store is centred on 3,4. Because of its size, each "store" overlaps into the surrounding eight squares and firing a beam into any of the eight squares will produce a different exit co-ordinate. The way it works is this:

A beam entering at A2 (top left) hits the store at 2,3, is reflected at right angles to the left and emerges at D3. The display in the left hand window would read 'A2 : D3'.

A shot entering at D5 is reflected to the

bottom and would emerge at C2.

Entry at C4 would mean exit at B5 and so on.

However, a direct hit, i.e. entry from A3, B4, C3 or D4 would lead to the message "absorbed" being displayed.

From this information it can be deduced that a store exists centred on 3,4. Hah! Obvious, you might think. But what if a second store exists with its centre on the next but one square as shown in fig. 3? The 'store' on 5,4 is contiguous with the one on 3,4 therefore reflecting the beam straight back out at A4.

Even more sneaky, if another "store" were positioned at 7,7 then a beam entering at B5 would bounce at right angles downwards where, at 6,6 it would encounter the top left of the third 'store' and be reflected yet again through ninety degrees bringing the beam back to its original path but displaced by one row downward.

For that manoeuvre the display would read: B5 (entry) : D6 (exit).

If a beam were aimed from C6 then, as it encountered an obstruction so close to the point of origin, it would re-emerge at the same point ...

Since the game uses a total of four "stores", the possible combinations are truly mind boggling. Surprisingly, it's not that difficult when you've become used to it!

For each "shot" your score increases by one and the aim is to complete the game with the fewest possible tries. When you think you've located every single store you press <ESC> and a small prompt appears in the window below the grid asking for, first, the x co-ordinate and then the y co-ordinate of each of the four "stores". If you have it right then congratulations are offered but a wrong guess simply tells you you're wrong but does not specify how! Thus you are left to try and eliminate the possibilities.

The game does not allow you to try the same (or a reverse) co-ordinate twice; therefore a pencil is a very useful adjunct when playing this.

The screen display is organised into four windows, the largest of which holds the Grid plan and looks like figure 4. You are

repre
which
drawn
series
arrow
the tur
Line
direct
(1080
functi

Fig. 1

1	
2	
3	
4	D
5	
6	
7	
8	

Fig. 3

1	
2	
3	
4	D
5	
6	-
7	
8	

represented by a turtle graphics arrow which has a handy advantage over a line drawn figure. The turtle draws the arrow in a series of four movements (fig. 5) and the arrow will appear pointing the way in which the turtle is aimed.

Lines 1170 to 1290 draw the arrow and the direction is set by the procedure "Gun" (1080 to 1120) which in turn calls three functions, Gun_x, Gun_y and Gun_r which

return the x and y position and the initial rotation.

The program uses windows, circles, blocks, filled shapes and turtles. In addition, the not inconsiderable calculating and data manipulation power of the QL is used extensively.

Happy spying!

• Ian Kennedy, Ian Williams and Steven Hollywood

Fig. 1

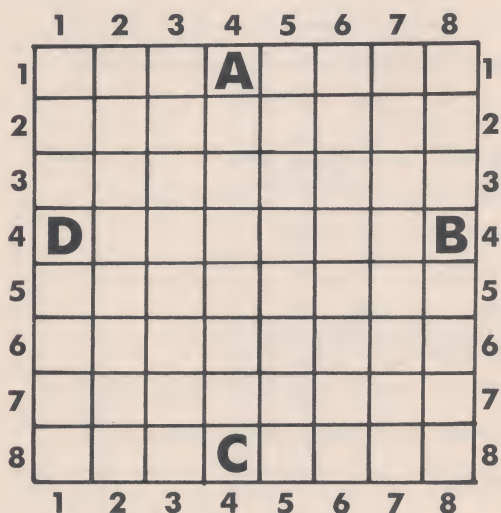


Fig. 2

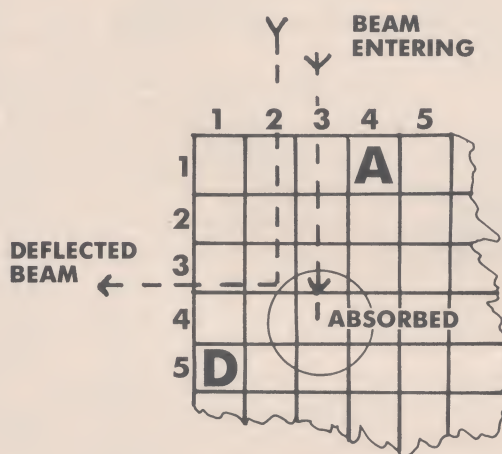


Fig. 3

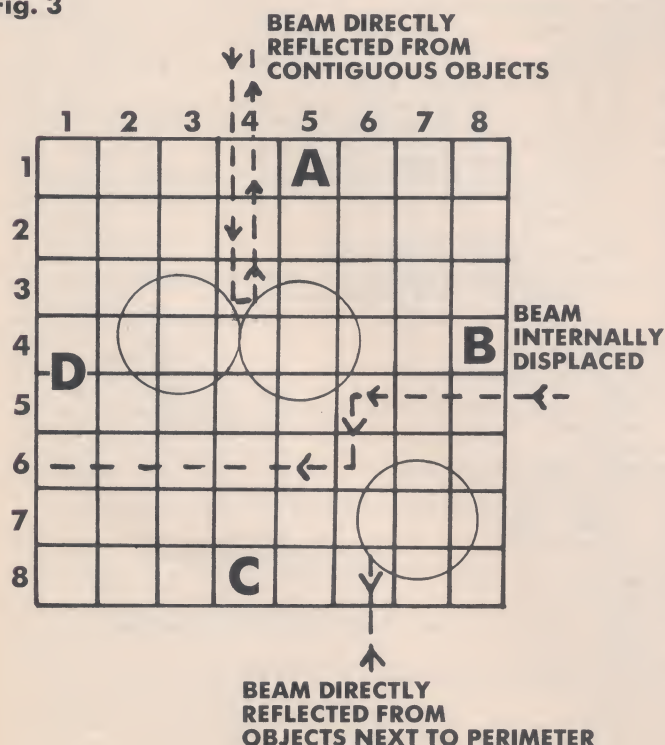
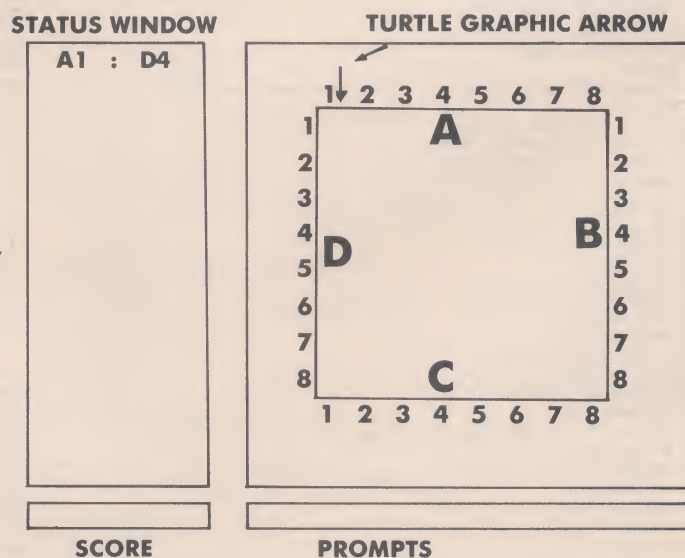


Fig. 4



RECONNAISSANCE

```

100 REMark
110 REMark
120 REMark
130 REMark
140 REMark
150 REMark
160 REMark
170 REMark
180 REMark
190 REMark
200 REMark
210 REMark
220 CLEAR
230 dimbo
240 gun gunpos,7
250 REPEAT mainloop
260   move_gun
270   IF key && 64 THEN fire
280   IF key && 8 THEN ask
290   IF key && 32 THEN reveal:close_down
300   gun oldpos,0
310   gun gunpos,7
320 END REPEAT mainloop
330 STOP
340 REMark
350 REMark **** This routine sets up windows, arrays & variables
360 REMark
370 DEFINE PROCEDURE dimbo
380   box=3
390   tab=4
400   mark=5
410   ques=6
420   OPEN#box,scr_512x256a0x0
430   CLS#box
440   OPEN#box,scr_280x240a200x0
450   OPEN#tab,scr_158x240a40x0
460   OPEN#mark,scr_158x12a40x241
470   OPEN#ques,con_280x12a200x241_10
480   BORDER#box,1,7,0
490   BORDER#tab,1,4,2
500   BORDER#mark,1,7,4
510   BORDER#ques,1,7
520   CLS#box
530   CLS#tab
540   CLS#mark
550   CLS#ques
560   CSIZE#tab,1,0
570   CSIZE#mark,2,0
580   INK#mark,7
590   INK#ques,4
600   PRINT#mark,"Score";
610   marks=0
620   print_score
630   size=7
640   num_things=4
650   draw_box
660   DIM grid(size+2,size+2),gone((size+1)*4-1),guess(num_things-1,1)
670   fill_grid(num_things)
680   xpos=0:ypos=0:gunpos=0
690   mov_num=1
700 END DEFINE dimbo
710 REMark
720 REMark **** This procedure sets up the game board (#box) window
730 REMark
740 DEFINE PROCEDURE draw_box
750   BLOCK#box,200,160,40,30,4
760   BLOCK#box,196,158,42,31,2
770   INK#box,7
780   CSIZE#box,0,1
790   FOR a=1 TO 8
800     CURSOR#box,5,10+a*20
810     CSIZE#box,0,1
820     PRINT#box,a
830     CURSOR#box,265,10+a*20
840     PRINT#box,a
850     CSIZE#box,3,0
860     CURSOR#box,20+a*25,0
870     PRINT#box,a
880     CURSOR#box,20+a*25,218
890     PRINT#box,a;
900   NEXT a
910   AT#box,0,0
920   CSIZE#box,2,1
930   PAPER#box,2
940   RESTORE 1010
950   FOR a=0 TO 3
960     READ a$,x,y
970     CURSOR#box,x,y
980     PRINT#box,a$
990   NEXT a
1000 END DEFINE draw_box
1010 DATA "A",132,35
1020 DATA "B",215,100
1030 DATA "C",132,165
1040 DATA "D",50,100
1050 REMark
1060 REMark **** This proc is used to set the turtle direction
    'gun?'

1070 REMark
1080 DEFINE PROCEDURE gun(pos,c)
1090   POINT#box,gun_x(pos),gun_y(pos)
1100   TURNTO#box,gun_r(pos)
1110   arrow(c)
1120 END DEFINE gun
1130 REMark
1140 REMark **** This one is uses the turtle graphics to draw an arrow
1150 REMark **** of colour (col)
1160 REMark
1170 DEFINE PROCEDURE arrow(col)
1180   INK#box,col
1190   PENDOWN#box
1200   MOVE#box,5
1210   TURN#box,135
1220   MOVE#box,3
1230   TURN#box,135
1240   MOVE#box,SQRT(18)
1250   TURN#box,135
1260   MOVE#box,3
1270   TURN#box,-45
1280   MOVE#box,-5
1290 END DEFINE arrow
1300 REMark
1310 REMark **** This is used to unscramble the arrows (x_coord.)
    position
1320 REMark **** mainly from the gunpos variable (returns graphic
    coords)
1330 REMark
1340 DEFINE FUNCTION gun_x(u)
1350   side=u DIV 8
1360   IF side && 1 THEN RETURN 81-37.5*(side && 2)
1370   IF side=2 THEN RETURN 71.1-(u MOD 8)*7.8
1380   RETURN 16.5+(u MOD 8)*7.8
1390 REMark
1400 REMark **** Ditto for the y co-ordinate
1410 REMark
1420 DEFINE FUNCTION gun_y(u)
1430   side=u DIV 8
1440   IF side=3 THEN RETURN 25+(u MOD 8)*8.4
1450   IF side=1 THEN RETURN 83.8-(u MOD 8)*8.4
1460   RETURN 93.5-40*(side && 2)
1470 REMark
1480 REMark **** Yet another one to calculate the turtle setting to
    'enable'
1490 REMark **** the turtle to be rotated to the right direction
1500 REMark
1510 DEFINE FUNCTION gun_r(u)
1520   RETURN 270-(u DIV 8)*90
1530 REMark
1540 REMark **** This routine does most of the moving of the arrow using
    the
1550 REMark **** KEYROW and INKEY functions
1560 REMark
1570 DEFINE PROCEDURE move_gun
1580   oldpos=gunpos
1590   REPEAT wait
1600     key=KEYROW(1)
1610     IF key && 104 THEN EXIT wait
1620     IF key && 16 THEN gunpos=(gunpos+1) && 31:EXIT wait
1630     IF key && 2 THEN gunpos=(gunpos-1) && 31:EXIT wait
1640     key$=INKEY$(0) & " "
1650     IF key$(1) INSTR "AaBbCcDd" THEN
1660       gunpos=(gunpos && 7)+((key$(1) INSTR "AaBbCcDd"-1) DIV 2)*8
1670       IF (gunpos ^^ oldpos) && 16 THEN gunpos=gunpos ^^ 7
1680       EXIT wait
1690     END IF
1700     IF key$(1) INSTR "12345678" THEN
1710       gunpos=(gunpos && 24)+(key$(1) INSTR "12345678")-1
1720       IF gunpos && 16 THEN gunpos=gunpos ^^ 7
1730       EXIT wait
1740     END IF
1750 END REPEAT wait
1760 END DEFINE move_gun
1770 REMark
1780 REMark **** Initialises 'n' BLOBS in the 'grid' array. The more
    the harder
1790 REMark
1800 DEFINE PROCEDURE fill_grid(n)
1810   FOR a=1 TO n
1820     x=RND(1 TO 8)
1830     y=RND(1 TO 8)
1840     IF NOT(grid(x,y)) THEN grid(x,y)=1:ELSE a=a-1
1850   NEXT a
1860 END DEFINE fill_grid
1870 REMark
1880 REMark **** Plot is used to draw a circle (representing a
    BLOB) in the box
1890 REMark
1900 DEFINE PROCEDURE plot(x,y,c)
1910   INK#box,c
1920   FILL#box,1
1930   CIRCLE#box,gun_x(x),gun_y(y+8)-1,6
1940   FILL#box,0
1950 END DEFINE plot
1960 REMark
1970 REMark **** The hub of the whole game, it 'moves' the ball within the
1980 REMark **** box, calculates and displays enter and exit points

```



```

1990 REMark
2000 DEFine PROCedure fire
2010 IF gone(gunpos)=1 THEN
2020   IF gone(gunpos)=1 THEN
2030     message "ALREADY TRIED !"
2040   ELSE message "REVERSE ALREADY TRIED !"
2050   END IF
2060   RETURN
2070 END IF
2080 gone(gunpos)=1
2090 side=gunpos DIV 8
2100 PRINT#tab, " (1 TO (mov_num<10));mov_num;" ; TO 4;"ABCD"
2110 (side+1);"12345678"(((gunpos && ^ ((gunpos && 16)/16*7))+1);" : ";
2120 mov_num=mov_num+1
2130 IF side && 1 THEN
2140   xpos=(size+2)*(side ^ 3)/2
2150 ELSE xpos=((gunpos && 16)/16*7) ^ (gunpos && 7))+1
2160 END IF
2170 IF NOT(side && 1) THEN
2180   ypos=(size+2)*(side DIV 2)
2190 ELSE ypos=((gunpos && 16)/16*7) ^ (gunpos && 7))+1
2200 END IF
2210 IF NOT(side && 1) THEN xdir=0;ydir=1-side
2220 IF side && 1 THEN ydir=0;xdir=side-2
2230 REPEAT moveloop
2240   GO TO 2270
2250   IF ((ypos+ydir) INSTR "09") AND ((xpos+xdir) INSTR
2260     "09") THEN EXIT moveloop
2270   IF ((ypos+ydir) INSTR "09") THEN ypos=ypos+ydir;
2280   EXIT moveloop
2290   IF ((xpos+xdir) INSTR "09") THEN xpos=xpos+xdir;
2300   EXIT moveloop
2310   IF grid(xpos+xdir,ypos+ydir) THEN
2320     PRINT#tab,"absorbed"
2330     xpos=xpos+xdir
2340     ypos=ypos+ydir
2350     score 1
2360     EXIT moveloop
2370   END IF
2380   xpd=-ydir*NOT(xdir)
2390   ypd=xdir*NOT(ydir)
2400   IF grid(xpos+xdir+xpdx,ypos+ydir+ypd) THEN
2410     xdir=xpd;ydir=ypd
2420     GO TO 2240
2430   END IF
2440   xpos=xpos+xdir
2450   ypos=ypos+ydir
2460   IF xpos=0 OR xpos=9 OR ypos=0 OR ypos=9 THEN EXIT moveloop
2470 END REPEAT moveloop
2480 score 1
2490 IF xpos=0 OR ypos=9 THEN
2500   PRINT#tab,"BD"(1+NOT(xpos));"12345678"(ypos)
2510   e=((ypos-1) ^ (7*NOT(xpos)))+8+16*NOT(xpos)
2520   IF NOT(gone(e)) THEN gone(e)=2
2530 END IF
2540 IF ypos=0 OR ypos=9 THEN
2550   PRINT#tab,"CA"(1+NOT(ypos));"12345678"(xpos)
2560   e=((xpos-1) ^ (7*NOT(ypos)))+8+16*NOT(ypos)
2570   IF NOT(gone(e)) THEN gone(e)=2
2580 END IF
2590 END DEFine fire
2600 REMark
2610 REMark **** This one is used to increase the score. It is
2620   increased by
2630   REMark **** One, displayed and followed by a bleep (i) times.
2640 REMark
2650 DEFine PROCedure score(i)
2660 FOR a=1 TO i
2670   marks=marks+1
2680   print_score
2690   BEEP 1000,50
2700 IF BEEPING THEN GO TO 2690
2710 NEXT a
2720 END DEFine score
2730 REMark
2740 REMark **** Prints present score in the window(#mark) to
2750   6 figures.
2760 REMark
2770 DEFine PROCedure print_score
2780 AT#mark,0,6
2790 a$="000000" & marks
2800 PRINT#mark,a$(LEN(a$)-5 TO);
2810 END DEFine print_score
2820 REMark
2830 REMark **** The ask procedure is called when you think
2840   you've got it right.
2850 REMark **** It asks for your input in console#ques,
2860   checks that the 'enterd
2870 REMark **** co-ordinates are valid and not repeated and
2880   increases the score
2890 REMark **** or ends the game depending upon your guess.
2900 REMark
2910 DEFine PROCedure ask
2920 wrong=0

```

```

2880 x=0:y=1
2890 guess(0,x)=0:guess(0,y)=0
2900 FOR a=1 TO num_things
2910   INPUT#ques,("Input x co-ordinate of no." & a) ! x$
2920   IF NOT(x$ INSTR "12345678\") OR x$="" OR LEN(x$)<>1 THEN
2930     message "Invalid Co-ordinate"
2940     GO TO 2910
2950   END IF
2960   IF x$="" THEN EXIT a
2970   INPUT#ques,("Input y co-ordinate of no." & a) ! y$
2980   IF NOT(y$ INSTR "12345678\") OR y$="" OR LEN(y$)<>1 THEN
2990     message "Invalid Co-ordinate"
3000     GO TO 2910
3010   END IF
3020   IF y$="" THEN EXIT a
3030   FOR b=0 TO a-2
3040     IF guess(b,x)=x$ AND guess(b,y)=y$ THEN
3050       message "You've already entered that one."
3060       a=a-1
3070       EXIT b
3080     END IF
3090   END FOR b
3100   IF guess(b,x)=x$ AND guess(b,y)=y$ THEN GO TO 3140
3110   IF NOT(grid(x$,y$)) THEN wrong=wrong+1
3120   guess(a-1,x)=x$
3130   guess(a-1,y)=y$
3140 END FOR a
3150 CLS#ques
3160 IF x$="" OR y$="" THEN RETURN
3170 PRINT#tab,mov_num;" ; TO 3;"Guess";
3180 mov_num=mov_num+1
3190 FOR a=0 TO DIM(guess)
3200   IF NOT(a && 1) THEN PRINT#tab,TO 8;
3210   PRINT#tab,(" ;guess(a,x);";";guess(a,y);");"
3220 NEXT a
3230 IF NOT(wrong) THEN correct
3240 score wrong*5
3250 message "You've guessed * & (num_things-wrong) & "
3260   correct co-ordinate(s)"
3270 END DEFine ask
3280 REMark
3290 REMark **** Message sends a string parameter to the 'ques'
3300   channel. It also
3310   REMark **** Bleeps and pauses returning with the window cleared.
3320 REMark
3330 DEFine PROCedure message(e$)
3340 LOCAL a
3350 CLS#ques
3360 AT#ques,0,22-LEN(e$)/2
3370 INK#ques,7
3380 PRINT#ques,e$
3390 INK#ques,4
3400 BEEP 5000,0
3410 FOR a=0 TO 270:a$=INKEY$(0):NEXT a
3420 CLS#ques
3430 END DEFine message
3440 REMark
3450 DEFine PROCedure reveal
3460 FOR x=1 TO 8
3470   FOR y=1 TO 8
3480     IF grid(x,y) THEN plot x-1,y-1,7,1
3490   NEXT y
3500 NEXT x
3510 END DEFine reveal
3520 REMark
3530 REMark This one is called if you have managed to find all
3540   the BLOBS
3550 REMark
3560 DEFine PROCedure correct
3570 reveal
3580 message "At last you've got it"
3590 close_down
3600 END DEFine correct
3610 REMark
3620 REMark This gives the option whether to rerun or end the program
3630 REMark
3640 DEFine PROCedure close_down
3650 INPUT#ques,"Do you want another game (Y/N)!"a$
3660 IF a$="" THEN GO TO 3640
3670 IF a$ INSTR "Yy" THEN CLEAR:RUN
3680 IF NOT(a$ INSTR "Nn") THEN GO TO 3640
3690 CLOSE#box
3700 CLOSE#tab
3710 CLOSE#mark
3720 CLOSE#ques
3730 CLEAR
3740 MODE 0
3750 STOP
3760 END DEFine close_down

```


OPERATION KRISTOS

• BBCB

A strange alien ship has been picked up on radar heading towards the Earth.

After three days it goes into orbit and fails to respond to radio messages. A preliminary scan reveals a large carbon dioxide laser aimed at London.

The Royal Navy attacks but all ships are lost when a strange wave of pink light radiates out from the ship.

Now the plan has been decided. A Space Marine must dock with the ship, plant a large mine and then teleport back before it explodes. Only then can the Earth be saved from the alien menace that hangs overhead.

You have been chosen for the mission and dock with the ship armed with only a teleport bracelet and a limpit mine that must be attached to the laser to ensure maximum destruction.

The following commands may be used but there are more: GET, DROP, INVENTORY, SCORE, EXAMINE, TELEPORT, PRIME (for the mine).

To move, use the following abbreviations: N—to go North, S—to go South, E—to go East, W—to go West, U—to go Up, D—to go Down.

Any other word may be abbreviated to four letters.

The symbol, which appears in a number of lines, is the up-arrow. This is to the right of !=' on the keyboard.

• JW Roynling

10 DATA "YOU'RE IN YOUR SPACESHIP BUT IT HAS BEEN WRECKED PROBABLY WHEN LANDIN G ON AUTO PILOT. AN EXIT LEADS NORTH"

20 DATA "YOU ARE STANDING IN A SHINY, METALLIC VACUUM TUBE. YOU CAN GO NORTH AND SOUTH"

30 DATA "YOU'RE STANDING IN A AIRLOCK . TO THE WEST IS A SHINY DOOR. TO THE SOUTH IS A CORRIDOR. THE DOOR HAS NO VIS IBLE MEANS OF BEING OPENED."

40 DATA "YOU ARE IN A STEEL CORRIDOR. THERE IS A SIDE EXIT TO THE EAST AND TH E CORRIDOR LEADS NORTH AND SOUTH."

50 DATA "YOU ARE IN A DARK STOREROOM. IT IS EXTREMELY COLD AND SMELLY IN HERE. THE ONLY EXIT IS TO THE NORTH."

60 DATA "YOU ARE STANDING ON A METAL GRILL ABOVE A CHANNEL IN THE FLOOR ABOUT 6 INCHES BELOW. THERE IS AN EXIT NORTH WARDS OVER THE GRILL AND A CORRIDOR LEA DS SOUTH."

70 DATA "YOU ARE ON THE FLIGHT DECK O F THE SHIP A LARGE VISUAL DISPLAY SHOWS A PICTURE OF THE EARTH AND TO YOUR LEF T IS A CONTROL PANEL. EXITS LEAD NOR

TH, SOUTH & EAST."

80 DATA "YOU'RE IN THE CONTROL ROOM. A LARGE BANK OF COMPUTERS ADORN THE NORTH WALL. EXITS LEAD EAST AND WEST."

90 DATA "YOU ARE IN THE REST ROOM. THE RE IS A BED HERE AND A SMALL, BEDSIDE TAB LE. AN SINGLE EXIT LEADS WEST."

100 DATA "YOU'RE IN THE CAPTAIN'S CABI N. RICH, SOFT CARPET COVERS THE FLOOR AND THE WALLS ARE TASTEFULLY PAINTED IN LI GHT SHADES. THERE IS A LARGE BED TO THE LEFTHAND SIDE. THE ONLY EXIT IS TO THE SOUTH"

110 DATA "YOU ARE IN A DARKISH ROOM AN D ALL AROUND YOU ARE LARGE BANKS OF LEAD ACID BATTERIES. THERE IS A DISTINC T SMELL OF GREASE HERE. UP IS A ROPE AND OTHER EXITS LEAD EAST AND SOUTH."

120 DATA "YOU'RE IN A SPARSE ROOM. AN E XIT LEADS EAST AND A RUBBISH CHUTE GOE S DOWN THROUGH THE FLOOR."

130 DATA "YOU ARE STANDING ON ONE SIDE OF A CHASM TO THE SOUTH THAT CAN BE CRO SSED ON AN EXTENDING BRIDGE. A LARGE RED BUTTON STICKS OUT FROM THE WALL."

140 DATA "YOU ARE STANDING ON ONE SIDE OF A CHASM TO THE NORTH. AN EXTENDED BRI DGE LEADS NORTH. ANOTHER EXIT IS TO THE SOUTH."

150 DATA "YOU ARE IN A RUBBISH COMPRES SOR. RUBBISH LIES EVERYWHERE AND THERE IS A SMELL OF DECAYING ORGANIC MATTER. THE COMPRESSOR CONTINUES SOUTHWARDS. ABOVE I S A CHUTE WHICH IS OUT OF REACH."

160 DATA "YOU ARE IN A RUBBISH COMPRES SOR. A STEP LADDER LEADS UPWARDS. THE COM PRESSOR CONTINUES NORTH."

170 DATA "YOU ARE A T-JUNCTION OF PASS AGES GOING NORTH, EAST AND WEST."

180 DATA "YOU'RE AT A DEAD END. THERE I S A HATCH IN THE WEST WALL. THE ONLY EX IT IS EAST."

190 DATA "YOU ARE IN A HEXAGONAL CORRI DOR. THE WALLS ARE HEAVILY CORRODED A ND DIGESTIVE JUICES LIE IN POOLS ON THE F LOOR. EXITS LEAD EAST AND WEST."

200 DATA "YOU ARE IN A CONTROL CENTRE. THERE IS A LARGE DOME OVERHEAD. A ENORMO US LASER GUN IS AIMED AT A HOLE IN THE DO ME TOWARDS THE EARTH."

210 DATA "YOU ARE IN A SMALL ROOM. A CO MPUTER IS PLUGGED IN ON THE WEST WALL. AN EXIT LEADS EAST."

220 DATA "YOU ARE IN A SMALL ROOM. ALL AROUND IS DEBRIS. IT LOOKS AS IF THERE HAS BEEN AN EXPLOSION. AN EXIT LEADS EAST ."

230 DATA "YOU ARE IN A DARKISH ROOM AN D ALL AROUND YOU IS THE REMAINS OF LEAD A CID BATTERIES. THERE IS A DISTINC T SMELL OF GREASE HERE. UP IS A ROPE AND OTHER EXITS LEAD EAST AND SOUTH."

240 RESTORE 250:FORN=&C00 TO &C12:READ

A: ?
250
C9, &
OC, &
260
2: R%
a: GOS
270
0
280
290
300
OR AS
310
SC (M)
320
330
340
350
360
370
380
390
400
HAT W
410
420
430
440
UP": F
450
HERE
460
MUCH
470
TIGH
480
S TIE
490
(8) =
TO S
500
<>-1
510
=-1 F
~"): O
PRINT
520
530
THAT
540
ING I
550
Cd("O
OOTUZ
S"; Y
3: O(2
560
570
RINT"
580
590
600
610
620
A VAN
630
URN
640
LROS;


```

A: ?N=A: NEXT
250 DATA &AO, &OO, &B9, &OO, &OA, &49, &1B, &
C9, &16, &FO, &O7, &20, &E3, &FF, &C8, &4C, &O2, &
OC, &60
260 DIM O(23), O$(23): PROCobj: MODE7: I%=
2: R%=1: DIM D(6, 24): B%=0: T%=0: PROCroomdat
a: GOSUB1050
270 REPEAT: INPUT": "IN$: UNTIL LEN(IN$)>
0
280 N$="": V$=""
290 V$=LEFT$(IN$, 4)
300 L=3: REPEAT: L=L+1: UNTIL L>LEN(IN$)
OR ASC(MID$(IN$, L, 1))=32
310 REPEAT: L=L+1: UNTIL L>LEN(IN$) OR A
SC(MID$(IN$, L, 1))<>32
320 N$=MID$(IN$, L, 4)
330 P=INSTR(V$, " ")
340 IF P<>0 V$=LEFT$(V$, P-1)
350 P=INSTR(N$, " ")
360 IF P<>0 N$=LEFT$(N$, P-1)
370 GOTO1880
380
390 D%=V
400 IF D(D%, R%)=0 PRINT"YOU CAN'T GO T
HAT WAY": RETURN
410 IF D(D%, R%)>34 GOTO1690
420 IF B%=1 B%=0
430 R%=D(D%, R%): GOSUB 1050: RETURN
440 IF N>14 PRINT"YOU CAN'T PICK THAT
UP": RETURN
450 IF O(N)<>R% PRINT"I DON'T SEE THAT
HERE": RETURN
460 IF I%>=5 PRINT"YOU'RE CARRYING TOO
MUCH": RETURN
470 IF N=8 AND R%=16 PRINT"IT'S WEDGED
TIGHT": RETURN
480 IF N=4 AND LEN(O$(4))=34 PRINT"IT'
S TIED": RETURN
490 IFR%=5 AND O(8)<>-1 OR R%=5 AND O$
(8)="ZU; NUWRO; OTIXS" PRINT"IT'S TOO DARK
TO SEE": RETURN
500 IF N=5 AND LEN(O$(5))<>11 AND O(6)
<>-1 PROCd("BTN; XZU<O; I^ZXS; RO"): RETURN
510 IF N=5 AND LEN(O$(5))<>11 AND O(6)
=-1 PROCd("BTN; STTP; RO; TNO; LROS; BTNI; LRI
^"): O(5)=-1: I%=I%+1: O$(5)="Z; YWZXP; YTC":
PRINT"OK": RETURN
520 O(N)=-1: I%=I%+1: PRINT"OK": RETURN
530 IF N>15 PRINT"I NEVER LET YOU PICK
THAT UP": RETURN
540 IF O(N)<>-1 PRINT"YOU'RE NOT CARRY
ING IT": RETURN
550 IF N=11 AND R%=13 AND O(22)=99 PRO
Cd("OS^; _ITR; Y^KH; =; OS^; KI^HH^H; OS^; YN
OOTUZ; HXZUU^I; XTV^H; TU; =; OS^U; I^OIZXOH5O
S^; ; YIR\^; RH; ^CO^U\_"): I%=I%-1: O(11)=1
3: O(22)=13: D(2, 13)=14: RETURN
560 I%=I%-1: O(N)=R%: PRINT"OK": RETURN
570 PRINT"YOU ARE CARRYING: ": IF I%=0 P
RINT"NOT A LOT": RETURN
580 FOR loop=1 TO 14
590 IF O(loop)=-1 PROCd(O$(loop))
600 NEXT
610 PRINT: RETURN
620 IF R%<>11 OR N<>32 PRINT"DON'T BE
A VANDAL": RETURN
630 IF O(10)<>-1 PRINT"WHAT WITH?": RET
URN
640 PROCd("BTN; HVZHS; NK; OS^; YZOO^IR^H;
LROS; OS^; ; ; ; ZU_ITR; W^"): R%=23: D(1, 13)

```

```

=23: D(6, 10)=23: D(3, 12)=23
650 RETURN
660 IF N<>20 OR R%<>19 PRINT"DON'T BE
NASTY": RETURN
670 IF O(21)=19 PRINT"I CAN ONLY KILL
HIM ONCE": RETURN
680 PRINT"LOVE TO BUT HOW?": RETURN
690 IF N<>25 GOTO440
700 B%=1: PRINT"OK": RETURN
710 IF N=0 PRINT"SAY WHAT?": RETURN
720 PRINT"OK": PRINTMID$(IN$, L, 255)
730 IF R%<>3 OR D(4, 3)=4 RETURN
740 PROCd("OS^; _TTI; RH; MTRX^; TK^IZO^_
; ZU; RO; HWR^HTK^U")
750 O(15)=3: D(4, 3)=4
760 PRINT: RETURN
770 IF O(8)<>-1 PRINT"YOU'RE NOT CARRY
ING IT": RETURN
780 IF T%=1 PRINT"IT DOESN'T WORK": RET
URN
790 O$(8)="Z; WRO; OTIXS"
800 PRINT"OK": RETURN
810 IF O(8)<>-1 PRINT"YOU'RE NOT CARRY
ING IT": RETURN
820 IF LEN(O$(8))<>11 PRINT"IT'S NOT O
N": RETURN
830 O$(8)="ZU; NUWRO; OTIXS": PRINT"OK": R
ETURN
840 IF O(3)<>-1 PROCd("BTN; SZM^; UT; VZO
XS^H"): RETURN
850 IF N=8 AND O(8)=-1 PROCd("OS^; OTIX
S; KWZHORX; ZWW; V^WOH"): RETURN
860 IF N=3 AND R%<>5 PRINT"OK": RETURN
870 IF N<>3 PRINT"YOU CAN'T LIGHT THAT
": RETURN
880 PROCd("OS^; VZOXS; ]WZI^H; NK; ZU; HN_
^UWB; Z; ]RI^; YZWW; ^CKWT^H5OS^I^; VNHO; SZ
M^; Y^U; ; ; ; ^CKWTHRM^; \ZH^H; ZITNU_"): GO
TO1810
890 INPUT"NAME OF FILE", F$
900 O=OPENUP(F$): INPUT#O, R%, O$(4), O$(8)
, O$(9), O$(5), I%
910 FOR loop=1 TO 23: INPUT#O, O(loop): N
EXT
920 INPUT#O, D(4, 3), D(1, 4), D(6, 10), D(2,
15), D(2, 13), D(4, 14), D(3, 19), D(3, 12), D(4,
8)
930 CLOSE#O: PRINT"OK": GOTO1050
940 INPUT"NAME OF FILE", F$
950 O=OPENOUT(F$): PRINT#O, R%, O$(4), O$(
8), O$(9), O$(5), I%
960 FOR loop=1 TO 23: PRINT#O, O(loop): N
EXT
970 PRINT#O, D(4, 3), D(1, 4), D(6, 10), D(2,
15), D(2, 13), D(4, 14), D(3, 19), D(3, 12), D(4,
8)
980 CLOSE#O: PRINT"OK": GOTO 1050
990 IF N=23 AND R%=3 PROCd("OS^; _TTI; S
ZH; UT; MRHRYW^; V^ZUH; T; Y^RU\; ; TK^U^_"): R
ETURN
1000 IF N<>19 OR R%<>18 PRINT"YOU CAN'T
DO THAT": RETURN
1010 IF O(13)<>-1 PROCd("BTN; U^_; HTV^O
SRU\; OT; TK^U; RO; LROS"): RETURN
1020 IF O$(9)<>"ZU; ^VKOB; YTOOW^" PROCd(
"BTN; ZI^U<O; HOITU\; ^UTN^S"): RETURN
1030 IF O(23)=18 PRINT"IT'S ALREADY OPE
N": RETURN
1040 O(23)=18: PRINT"OK": RETURN
1050 RESTORE (R%*10): IF R%=5 AND O$(8)=

```


OPERATION KRISTOS

```

"ZU;NUWRO;OTIXS" OR R%>10 AND O$(8)="ZU;
NUWRO;OTIXS" PRINT"IT'S TOO DARK TO SEE"
:RETURN
1060 READ R$:PRINTR$
1070 FORN=1 TO 23:IF O(N)<>R% GOTO1080
ELSE IF N<15 PRINT"HERE THERE IS ":PROC
d(O$(N)) ELSE PROCd(O$(N))
1080 NEXT
1090 RETURN
1100 IF R%<>20 PRINT"YOU HAVE TO SOLVE
THIS ADVENTURE":RETURN
1110 IF O(2)<>20 OR D(6,10)=11 OR D(4,1
4)=21 PRINT"IT'S BEING JAMMED":RETURN
1120 PROCend
1130 PROCd("OSRH;RH;UT;ORV^;OT;HW^K5BT
N<M^;\T;OT::;HZM^;OS^;^ZIOS"):RETURN
1140 IF N<>4 PRINT"YOU CAN'T TIE THAT":
RETURN
1150 IF O(4)<>-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
1160 IF R%<>10 OR O(19)<>10 PRINT"NO PO
INT IN DOING THAT HERE":RETURN
1170 PRINT"OK":D(6,10)=11:O$(4)="Z;W^U\
OS;T];ITK^;SZU\R^;_TLULZI_H":O(4)=10:I%
=I%-1:RETURN
1180 PRINT"YOU CAN'T DO THAT":RETURN
1190 IF N=0 PRINT"FIRE! WHERE?":RETURN
1200 IF N<>14 PRINT"YOU CAN'T FIRE THAT
":RETURN
1210 IF O(N)<>-1 PRINT"YOU DON'T HAVE I
T":RETURN
1220 IF R%<>19 PRINT"DON'T BE VIOLENT":
RETURN
1230 IF O(21)=21 PRINT"AT WHAT?":RETURN
1240 PROCd("OS^;KSTOTU;IZB;SROH;OS^;KWZ
UO;ZU_;OS^I^;RH;ZU;^CKWTHRTU;T];KWZUO;]W
^HS")
1250 O(20)=99:O(21)=19:D(3,19)=20:RETUR
N
1260 IF N<>21 OR R%<>13 PRINT"YOU CAN'T
PRESS THAT":RETURN
1270 PROCd("Z;HXZUU^I;ZXORMZO^H5Z;_RZW;
]WZHS^H;OS^;:LZIURU\;<SNVZU<5HN__^UWB;Z;
\ITNK;T];:::;ITYTOH;ZKK^ZI;ZO;OS^;TOS^I;
HR];OS^;:XSZHV")
1280 TIME=0:REPEATUNTIL TIME>60
1290 PROCd("OS^B;TK^U;]RI^"):GOTO1810
1300 IF N=0 PRINT"I don't understand":R
ETURN
1310 IF R%<>4 AND R%<>15 GOTO530
1320 IF O(N)<>-1 GOTO530
1330 IF R%=15 AND N=7 PROCd("OS^:IT_;]W
R^H;HTNOSLZI_H;ZU_;Y^XTV^H;:::;L^_\^;Y^O
L^U;OS^;LZW^H"):D(2,15)=16:O(7)=98:I%=I
%-1:RETURN
1340 IF R%=15 AND D(1,6)=7 GOTO530
1350 IF N<>12 PROCd("Z;XZV^IZ;HWR_H;TNO;
ZU_;OIZXPH;OS^;TYQ^XOZ;WZH^I;\NU;WTXPH;
TUOT;RO;ZU_;]RI^H"):I%=I%-1:O(N)=99:RETU
RN
1360 PROCd("Z;MR_^T;XZV^IZ;HWR_H;TNO;Z
U_;Z;WZH^I;::;\NU;WTXPH;TUOT;OS^;V^OZW;ZU
_;]RI^H5OS^;IZB;RH;_[]W^XO^;T];OS^;V^
OZW;ZU_;RO;::;SROH;OS^;XZV^IZ")
1370 O(12)=4:O(16)=4:I%=I%-1:D(1,4)=6:R
ETURN
1380 IF R%=3 AND N=23 PROCd("OS^;_TTI;V
NHO;TK^U;TU;Z;X^IOZR;ZXORTU"):RETURN
1390 IF R%=7 AND N=26 AND O(6)=99 PROCd
("BTN;H^;Z;HOR];]KR^X^;T];LRI^;RUHR_")

```

```

:O(6)=7:RETURN
1400 IF R%=9 AND N=18 AND O(8)=99 PROCd
("BTN;]RU_;Z;OTIXS5HTV^TU^;VNHO;SZM^;Y^
U;I^Z_RU\;NU_^I;OS^;HS^OH"):O(8)=R%:RET
URN
1410 IF N=34 AND R%=10 PRINT"IT LOOKS V
ERY LUXURIOUS":RETURN
1420 IF N=30 AND R%=15 AND O(11)=99 PRO
Cd("BTN;H^;Z;HVZWW;_ITR_"):O(11)=R%:RET
URN
1430 IF N=17 AND R%=18 AND O(23)=18 PRO
Cd("BTN;]RU_;Z;YWZHO^I"):O(14)=18:RETURN
1440 PRINT"YOU SEE NOTHING SPECIAL":RET
URN
1450 IF R%=3 AND D(4,3)=0 PROCd("BTN;_T
U<O;U^_^;S^WK;OT;TK^U;Z;_TTI;_T;::;BTN$")
:RETURN
1460 IF R%=19 AND O(21)=19 PRINT"KILL I
T":RETURN
1470 PRINT"YOU'RE ON YOU OWN HERE":RETU
RN
1480 IF R%<>10 AND R%<>21 PRINT"YOU CAN
'T DO THAT":RETURN
1490 IF R%=10 AND D(6,10)<>0 PRINT"YOU'
VE ALREADY DONE THAT":RETURN
1500 IF R%=10 PROCd("BTN;IRK;NK;OS^;XZI
K^O;OT;I^M^ZW;Z;\ZKRU^STW^"):D(6,10)=41:
O(19)=R%:RETURN
1510 PROCd("BTN;KNWW;OS^;XTVKNO^I;ZU_;
RO;NUKWN^H5;::;OS^I^;RH;Z;VZHHRM^;^CKWTHR
TU"):R%=22:D(4,14)=22:GOTO1050
1520 S%=0
1530 IF D(4,3)=4 S%=100
1540 IF D(1,4)=6 S%=S%+100
1550 IF D(6,10)<>0 S%=S%+100
1560 IF D(2,15)=16 S%=S%+100
1570 IF D(4,14)=22 S%=S%+100
1580 IF D(3,19)=20 S%=S%+100
1590 IF D(2,13)=23 S%=S%+100
1600 PRINT"YOU SCORE ";S%;" OUT OF 800"
:RETURN
1610 IF N<>36 PRINT"YOU CAN'T DRINK THA
T":RETURN
1620 IF O(9)<>-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
1630 IFO$(9)="ZU;^VKOB;YTOOW^" PRINT"YO
U ALREADY HAVE":RETURN
1640 PRINT"DELICIOUS":O$(9)="ZU;^VKOB;Y
TOOW^":RETURN
1650 IF N<>2 PRINT"EH??":RETURN
1660 IF O(2)<>-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
1670 IF R%<>20 PROCd("BTN<M^;\TO;OT;ZOO
ZXS;RO;OT;OS^;WZH^I"):RETURN
1680 PROCd("TP;BTN;ZOOZXS;RO;OT;OS^;WZH
^I"):I%=I%-1:O(2)=20:D(4,20)=42:RETURN
1690 S%=D(D%,R%)-34
1700 ON S% GOTO1710,1720,1730,1750,1760
,1770,1780,1790,1800
1710 IF B%=1 AND V=1 AND R%=1 R%=2:GOTO
1050 ELSE IF B%=1 AND V=2 AND R%=3 R%=2
:GOTO1050 ELSE PROCd("OS^I^;RH;UT;ZRI;RU
;Z;MZXXNV;ONY^;ZU_;BTN_R^;]ITV;HN])TXZOR
TU"):GOTO1810
1720 PROCd("Z;MR_^T;XZV^IZ;WTXPH;TUOT;B
TN;ZU_;Z;:::;WZH^I;XZUUTU;ZKK^ZIH;ZU_;]R
I^H;ZO;BTN"):GOTO1810
1730 IF O(5)<>-1 PROCd("OS^;ZU_ITR_H;ON
IU;ZITNU_5OS^B;KNWW;TNO;::;OS^RI;YWZHO^IH;

```

```

ZU_;
TO18
174
WZHS
ZAB:
,8)=
175
^:XS
176
;XWT
Y^OL
177
S^;K
^:RU
178
YI^Z
179
ZM^;
OS^;
180
PRO
:GOS
181
IED"
182
FUL
183
IN
184
185
186
187
EAR
YOUR
188
189
190
191
192
193
GOTO
194
OR
195
196
197
198
199
200
GOTO
201
440,
710,
30,1
50,1
202
203
,INV
,LIGH
UNTI
RIP,
204
OD,T
E,ANI
,OPEN
,BAT
,*
205
206
207

```



```

ZU_;]RI^:ZO:BTN3UTO:M^IB:URX^:OSZO2"):GO
TO1810
1740 PROCd("Z:WR\SO:TU:BTNI:YWZXP:YTC:]
WZHS^H:ZU_::;OS^:ZU_ITR_H:HOZIO:\TRU\;XI
ZAB:ZU_:OS^U:H^W]6_^HOINXO"):O(10)=8:D(3
,8)=9:O(18)=8:O(17)=99:R%=9:GOTO1050
1750 PROCd("BTN:LZWP:T]]:OS^:_\^:T]:OS
^:XSZHV:ZU_::;_R^"):GOTO1810
1760 PROCd("OS^:LZWWH:T]:OS^:XTVKI^HHTI
;XWTH^:RU::;ZU_:BTN:ZI^:HWTLWB:XINHS^_
Y^OL^U:OS^:_:LZWWH"):GOTO1810
1770 PROCd("BTN:OIRK:TM^I:Z:]^W^I:T]:O
S^:KWZUO:ZU_:BTNI:YT_B:HOZIOH:OT:_RHHTWM
^:RU:OS^::;:_R^HORM^:QNRX^H"):GOTO1810
1780 PROCd("BTN:]ZWW:_TLU:OS^:STW^:ZU_
YI^ZP:BTNI::;U^XP"):GOTO1810
1790 PROCd("OS^:VRU^:_CKWT^H:ZU_:BTN:S
ZM^:HZM^_:_OS^ZIOS:YNO:BTN:SZM^:_R^_:_RU:
OS^:ZOO^VKO"):GOTO1810
1800 IF O$(8)="Z:WRO:OTIXS" AND O(8)=-1
PROCd("BTNI:OTIXS:\T^H:TNO"):T%=1:R%=-13
:GOSUB810:GOTO1050 ELSE R%=13:GOTO1050
1810 PRINT"OH DEAR YOU APPEAR TO HAVE D
IED"
1820 PRINT"YOU REALLY MUST BE MORE CARE
FUL IN"
1830 PRINT"FUTURE IF YOU WANT TO GET ON
IN THIS GAME"
1840 ptr=1:GOSUB 1520
1850 END
1860 DEFPROCend
1870 PRINT"WELL DONE.YOU HAVE SAVED THE
EARTH AND ARE AWARDED THE TRIPLE STAR.
YOUR SCORE IS 800 OUT OF 800":END
1880 RESTORE 2030
1890 V=0:REPEAT
1900 READ T$
1910 V=V+1
1920 UNTIL V$=T$ OR T$="*"
1930 IF T$="*" PRINT"Verb not known!!":
GOTO270
1940 IF N$="" N=0:GOTO2010 ELSE IF V=16
OR V=17 GOTO2010
1950 RESTORE 2040
1960 N=0:REPEAT
1970 READ T$
1980 N=N+1
1990 UNTIL N$=T$ OR T$="*"
2000 IF T$="*" PRINT"Noun not known!!":
GOTO270
2010 ON V GOSUB380,380,380,380,380,380,
440,440,530,570,570,620,620,660,690,710,
710,770,810,840,890,940,990,1300,1100,11
30,1140,1180,1190,1260,1260,1050,1380,14
50,1480,1480,1480,1520,1610,1650,620,620
2020 GOTO270
2030 DATAN,S,E,W,U,D,GET,TAKE,DROP,INVE
,INV,SMAS,BREA,KILL,HOLD,SAY,SHOU,ON,OFF
,LIGH,LOAD,SAVE,OPEN,THRO,TELE,SLEE,TIE,
UNTI,FIRE,PUSH,PRES,LOOK,EXAM,HELP,LIFT,
RIP,PULL,SCOR,DRIN,PRIM,KICK,HIT,*
2040 DATABRAC,MINE,MATC,ROPE,BOX,WIRE,R
OD,TORC,BOTT,LEG,ROI,META,SCRE,BLAS,CAM
E,ANDR,HOLE,BED,HATC,PLAN,BUTT,BRID,DOOR
,OPEN,BREA,PANE,LASE,COMP,CHAS,RUBB,DOVE
,BATT,ROBO,CARP,CHUT,JUIC,TABLE,AIRL
,*
2050 END
2060 DEFPROCd(D$)
2070 $A00=D$

```

```

2080 CALL&C00
2090 PRINT:ENDPROC
2100 DEFPROCobj:RESTORE 2150
2110 FORN=1 TO 23
2120 READ O$(N),O(N)
2130 NEXT
2140 ENDPROC
2150 DATA"Z:O^W^KTIO:YIZX^W^O",-1,"Z:WR
VKRO:VRU^",-1,"Z:YTC:T]:VZOXS^H",4,"Z:W^
U\OS:T]:UBWTU:ITK^",5
2160 DATA"Z:HVZWW:YWZXP:YTC:NU^I::;OS^
:LZWPLZB",6,"Z:KR^X^:T]:HOR]]:LRI^",99,"
Z:V^OZW:IT_",8,"ZU:NUWRO:OTIXS",99
2170 DATA"Z:YTOOW^:T]:QNRX^",9,"ZU:ZU_I
TR_:W^",99,"Z:HVZWW:_ITR_",99,"Z:HSRUB:
HS^O:T]:V^OZW",1,"Z:HXI^L_IRM^I",14,"Z:
YWZHO^I",99
2180 DATA"OS^:_TTI:RH:UTL:TK^U",99
2190 DATA"Z:YWTLU6NK:MR^T:XZV^IZ:SZU\H
:]ITV:OS^:_LZWW",99
2200 DATA"ITLH:T]:]ZX^W^HH:ZU_ITR_H:HRO
:ZO:OS^::;XTVKNO^IH",8
2210 DATA"OS^:I^VZRUH:T]:ZU_ITR_H:XTM^I
:OS^:]WTTI",99
2220 DATA"Z:\ZKRU_:STW^:W^Z_H:_TLULZI_H
",99
2230 DATA"Z:WZI\^7V^UZXRU_:VZU6^ZORU_:K
WZUO:YZIH::;BTNI:LZB",19
2240 DATA"Z:WZI\^:VZU6^ZORU_:KWZUO:WR^H
:_Z_:S^I^",99
2250 DATA"OS^:YIR^:_SZH:_CO^U^_:HTNOS
LZI_H",99
2260 DATA"OS^:SZOXS:SZH:Y^U:TK^U^_:OT:
I^M^ZW:Z:::_ZIP:STW^",99
2270
2280 DEFPROCroomdata
2290 RESTORE 2340
2300 FORL=1 TO 23
2310 READ R$:FORM=1 TO 6:D(M,L)=(ASC(
MID$(R$,M,1))-65):NEXTM
2320 NEXTL
2330 ENDPROC
2340 DATAaAAAAA
2350 DATADBAAAA
2360 DATAaAAAAA
2370 DATAeFDAAA
2380 DATAEAAAAA
2390 DATAHEAAAA
2400 DATAKGIAAA
2410 DATAaAfHAA
2420 DATAaAAIAA
2430 DATAAHAAAA
2440 DATAALMAKA
2450 DATAAALAAP
2460 DATALgAAAA
2470 DATANRAVAA
2480 DATAahAAAA
2490 DATAPAAAMA
2500 DATAOATSAA
2510 DATAAARAAA
2520 DATAaA1RAA
2530 DATAaAATAA
2540 DATAaAOAAA
2550 DATAaAOAAA
2560 DATAANMAKA

```


CAR RACE

• ATARI 16K

Keep the revs up for some super race track action for one or two players.

The race circuit is seen from above and two car—blue and red—are ready at their starting positions. You must aim to break the track record or beat the other car past the finishing line.

The race begins when either joystick is moved. If you crash, your car is put back to the beginning of its current lap. Hitting the track boundary slows down the cars and crashing with other obstacles causes the car to explode.

• Nick Pearce

```

10 GRAPHICS 0:POKE 82,0:? " CAR RACE"
20 ? " by Nick Pearce, (c) 1984":GOSUB 8000
200 GOSUB CARS:GOSUB INFO
360 FOR P=0 TO 1:POKE CRASH+P,0:NEXT P:POKE 19,0:POKE 20,0
399 REM *** LOOP
400 FOR P=0 TO 1
410 IF PEEK(CRASH+P) THEN 600
420 IF PEEK(LAPS+P)=RACELAPS THEN POP :GOTO 800
490 NEXT P
500 IF PEEK(CONSOL)=START THEN 200
550 GOSUB SHOW:IF TIME<6000 THEN 400
560 GOTO 200
599 REM CRASH
600 SOUND P,38,0,14:POKE PC+P,64
610 FOR I=0 TO 30:POKE PCOL+P,RND(O)*255:NEXT I:SOUND P,0,0,0
620 POKE PC+P,80:POKE PX+P,PX(P):POKE PY+P,PY(P)
640 POKE PCOL+P,PCOL(P):POKE PCOL+2+P,PCOL(P+2):POKE PC+P,0:POKE CRASH+P,0
690 GOTO 490
799 REM RACE OVER
800 FOR K=14 TO 2 STEP -1:SOUND 0,40,0,K:NEXT K:GOSUB SHOW
810 RACED=1:CHAMP$="BLUE":IF P THEN CHAMP$="RED"
820 FOR P=0 TO 1:POKE CRASH+P,1:SOUND P,0,0,0:NEXT P
825 FOR N=1 TO LEN(CHAMP$):CHAMP$(N,N)=CHR$(ASC(CHAMP$(N))+128):NEXT N
830 RTIME$=STR$(TIME):IF TIME<BEST THEN BEST=TIME
835 FOR N=1 TO LEN(RTIME$):RTIME$(N,N)=CHR$(ASC(RTIME$(N))+128):NEXT N
840 GOSUB DELAY:GOTO 200
999 REM *** SHOW
1000 TIME=INT((PEEK(19)*256+PEEK(20))/5)
1010 N$=STR$(TIME):M$="0000":M$(5-LEN(N$))=N$
1020 POSITION 28,22:FOR I=1 TO 4:? CHR$(ASC(M$(I))+224);:NEXT I
1040 N$=STR$(PEEK(LAPS)):M$="00":M$(3-LEN(N$))=N$
1050 POSITION 22,22:FOR I=1 TO 2:? CHR$(ASC(M$(I))+128);:NEXT I
1060 N$=STR$(PEEK(LAPS+1)):M$="00":M$(3-LEN(N$))=N$
1070 POSITION 36,22:FOR I=1 TO 2:? CHR$(ASC(M$(I))+128);:NEXT I
1090 RETURN
1999 REM *** CARS AT START
2000 FOR P=0 TO 1:SOUND P,0,0,0
2010 POKE PX+P,PX(P):POKE PY+P,PY(P):POKE PC+P,0
2020 POKE PCOL+P,PCOL(P):POKE PCOL+2+P,PCOL(P+2)
2030 POKE LAPS+P,0:POKE LINE+P,0:POKE COUNT+P,1:POKE CRASH+P,1
2050 NEXT P
2090 RETURN
2999 REM *** INFO DISPLAY
3000 J=0:SOUND 0,100,10,4:GOSUB DELAY:SOUND 0,0,0,0
3002 J=J+1:IF J=4 THEN J=1

```



```

3010 POSITION 0,22: ? BLANK$;:POSITION 0,22
3020 IF J=1 THEN ? "      car race":GOTO 3050
3030 IF J<>2 THEN 3040
3032 ? "  race is ";:N$=STR$(RACELAPS):FOR N=1 TO LEN(N$): ? CHR$(ASC(N$(N))+224)
;:NEXT N: ? "  laps":GOTO 3050
3040 ? "  track record";CHR$(26);" ";:N$=STR$(BEST):FOR N=1 TO LEN(N$): ? CHR$(ASC
(N$(N))+224);:NEXT N
3050 FOR I=1 TO 5:GOSUB DELAY:IF PEEK(CONSOL)=START THEN 3500
3060 POSITION 20,22: ? BLANK$;:POSITION 20,22: ? "      PRESS  START"
3080 IF PEEK(CONSOL)=START THEN 3500
3090 GOSUB DELAY:POSITION 20,22: ? BLANK$;:POSITION 20,22
3110 IF NOT RACED THEN ? "      PRESS  START":GOTO 3130
3120 ? " ";CHAMP$;" WON IN ";RTIME$;
3130 IF PEEK(CONSOL)<>START THEN NEXT I:GOTO 3002
3500 POP :POKE 77,0
3510 POSITION 0,22: ? " blue ";CHR$(140);"time";CHR$(140);" red";CHR$(140)
3520 POSITION 20,22: ? BLANK$;:FOR P=0 TO 1:SOUND P,186,4,6:NEXT P
3600 POSITION 24,22: ? "go! go! go!":GOSUB DELAY
3630 IF STICK(0)<>15 OR STICK(1)<>15 THEN 3700
3640 POSITION 24,22: ? "go! go! go!":GOSUB DELAY
3680 IF STICK(0)=15 AND STICK(1)=15 THEN 3600
3700 POSITION 20,22: ? BLANK$;
3800 POKE 77,0:FOR K=14 TO 2 STEP -1:SOUND 0,40,0,K:NEXT K
3900 RETURN
3990 REM *** DELAY
4000 FOR K=0 TO 50:NEXT K:RETURN
7999 REM *** INITIALIZE
8000 SETCOLOR 1,1,0:SETCOLOR 2,13,10:SETCOLOR 4,11,2
8100 CONSOL=53279:START=6:SDMCTL=559:POKE 752,i
8120 RACELAPS=10:BEST=6000:RACED=0
8140 SHOW=1000:CARS=2000:INFO=3000:DELAY=4000
8220 ? "You are presented with a birds-eye view"
8230 ? "of a motor racing circuit. A blue car"
8240 ? "and a red car are ready at their start-"
8250 ? "ing positions. The race is over ";RACELAPS;" laps"
8260 ? "of the track (in clockwise direction)."
8270 ? "Try to break the track record or beat"
8280 ? "the other car to the finishing line!!"
8290 ? "Use a joystick to drive your car (BLUE"
8300 ? "in jack 1 and RED in jack 2); press the"
8310 ? "trigger to go at full speed. The race"
8320 ? "begins when either stick is moved. The"
8330 ? "time is measured in tenths of seconds."
8340 ? "If you crash, your car is put back to"
8350 ? "the beginning of it's current lap."
8360 ? "To restart the race at any time, press"
8370 ? "the START key."
8390 ? "      PRESS START";
8400 IF PEEK(CONSOL)<>START THEN 8400
8500 FOR I=1 TO 2:POSITION 12,23:SOUND 0,100,10,8: ? "wait 15 seconds";
8520 GOSUB DELAY:POSITION 12,23:SOUND 0,0,0,0: ? "      ";:GOSUB DELAY:N
EXT I
9000 RAMTOP=106:MYTOP=PEEK(RAMTOP)-12:POKE RAMTOP,MYTOP:MEM=MYTOP*256
9020 GRAPHICS 0:SETCOLOR 4,11,2:POKE SDMCTL,0:D=PEEK(560)+256*PEEK(561)
9040 POKE D+3,68:FOR I=D+6 TO D+26:POKE I,4:NEXT I:POKE D+27,6:POKE D+28,6
9100 CHIGH=206:COUNT=207:PCOL=704:PP=1536:PC=1544:PX=1548:PY=1552
9110 CRASH=1560:SKID=1562:LAPS=1564:LINE=1566
9120 PMBASE=54279:GRCTL=53277:GPRIOR=623:CHBAS=756
9150 DIM M$(6),N$(6),PX(1),PY(1),PCOL(3),CHAMP$(4),BLANK$(20),RTIME$(5)
9160 BLANK$=""
9200 DIM FILL$(17):FOR I=1 TO 17:READ J:FILL$(I)=CHR$(J):NEXT I

```


CAR RACE

```

9210 DATA 104,104,104,133,208,160,0,132,207,104,104,145,207,200,208,251,96
9220 DIM COPY$(23):FOR I=1 TO 23:READ J:COPY$(I)=CHR$(J):NEXT I
9230 DATA 104,104,104,133,206,104,104,133,208,160,0,132,205,132,207,177,205,145,
207,200,208,249,96
9249 REM CHARSET
9250 FOR I=0 TO 3:K=USR(ADR(COPY$),224+I,MYTOP+I):NEXT I
9260 FOR I=24 TO 127:READ J:POKE MEM+I,J:NEXT I:POKE CHBAS,MYTOP
9270 DATA 85,85,85,85,85,85,85,85
9272 DATA 1,13,13,5,21,213,213,85
9274 DATA 85,87,87,84,80,112,112,64
9276 DATA 64,112,112,80,84,87,87,85
9278 DATA 85,213,213,21,5,13,13,1
9280 DATA 245,85,85,85,85,85,85,85
9282 DATA 85,35,35,35,35,35,35,95
9284 DATA 213,213,213,213,85,85,85,85
9286 DATA 85,85,85,35,87,87,87,87
9288 DATA 0,12,51,0,0,48,204,0
9290 DATA 101,101,101,101,101,101,101,101
9292 DATA 48,12,48,12,48,12,48,12
9294 DATA 0,0,255,0,255,0,255,0
9299 REM PMG
9300 FOR I=MYTOP+8 TO MYTOP+11:K=USR(ADR(FILL$),I,0):NEXT I
9310 K=USR(ADR(FILL$),6,0):POKE PMBASE,MYTOP+4:POKE GPRIOR,33
9340 FOR I=0 TO 3:POKE PP+I,MYTOP+8+I:NEXT I
9350 FOR I=1605 TO 1611:READ J:POKE I,J:NEXT I:DATA 32,48,16,0,48,32,16
9380 PCOL(0)=122:PCOL(1)=58:PCOL(2)=254:PCOL(3)=254
9390 PX(0)=158:PX(1)=166:PY(0)=54:PY(1)=54
9400 FOR I=0 TO 79:READ J:POKE MEM+1792+I,J:NEXT I:POKE CHIGH,MYTOP+7
9420 DATA 0,24,24,24,24,24,24,0
9424 DATA 0,36,36,0,0,36,36,0
9428 DATA 0,0,60,60,60,0,0,0
9430 DATA 0,36,36,0,0,36,36,0
9440 DATA 0,16,56,56,28,28,8,0
9450 DATA 16,16,0,36,36,0,8,8
9470 DATA 0,8,28,28,56,56,16,0
9480 DATA 8,8,0,36,36,0,16,16
9482 DATA 73,235,126,63,124,254,91,16
9484 DATA 33,132,16,66,8,34,64,16
9499 REM VBI
9500 FOR I=1700 TO 1709:READ J:POKE I,J:NEXT I:POKE 1702,MYTOP+4
9520 DATA 104,162,0,160,0,169,7,76,92,228
9550 FOR I=MEM+1024 TO MEM+1346:READ J:POKE I,J:NEXT I:K=USR(1700)
9600 DATA 216,162,1,189,24,6,208,66,214,207,208,62,188,132,2,200
9610 DATA 152,24,125,26,6,149,207,188,120,2,152,41,8,208,3,254
9620 DATA 12,6,152,41,4,208,3,222,12,6,152,41,2,208,6,254
9630 DATA 16,6,254,16,6,152,41,1,208,6,222,16,6,222,16,6
9640 DATA 192,15,240,6,185,64,6,157,8,6,138,168,200,200,24,189
9650 DATA 8,6,105,8,153,8,6,189,12,6,153,12,6,189,16,6
9660 DATA 153,16,6,202,16,157,162,1,189,24,6,208,55,138,10,168
9670 DATA 169,0,153,1,210,189,120,2,201,15,240,40,169,38,153,1
9680 DATA 210,189,26,6,240,5,169,6,153,1,210,189,120,2,74,133
9690 DATA 209,189,132,2,208,4,169,0,240,2,169,16,24,101,209,105
9700 DATA 36,153,0,210,202,16,193,162,1,160,0,189,4,208,41,2
9710 DATA 240,1,200,189,30,6,240,9,152,208,12,157,30,6,254,28
9720 DATA 6,152,240,3,157,30,6,169,0,157,26,6,189,4,208,41
9730 DATA 8,208,7,189,12,208,41,3,240,7,169,1,157,24,6,208
9740 DATA 37,189,4,208,208,7,169,20,157,26,6,208,25,41,4,208
9750 DATA 18,138,168,200,200,185,4,208,41,4,208,7,185,12,208,41
9760 DATA 12,240,3,254,26,6,202,16,160,141,30,208,162,3,189,0
9770 DATA 6,133,204,189,4,6,133,203,169,0,160,255,200,145,203,192
9780 DATA 7,208,249,189,16,6,157,4,6,133,203,189,8,6,133,205

```

9790
9889
9890
9900
9901
9902
9903
9904
9905
9906
9907
9908
9909
9910
9911
9912
9913
9914
9915
9916
9917
9918
9919
9920
9921
9950
9960
9999

The e
busin
of hig
And
very
You
the to
busin
You

1 '***
2 '***
3 '***
4 '***
5 KEY
"+CHR
6 IF
8 GOS
9 11X
10 MC
15 sc
20 li
30 x2
50 GO
60 PE
62 LO
E man
65 '4
70 GO


```

9950 POKE 708,0:POKE 709,236:POKE 710,152:POKE 711,174:POKE 712,178
9960 POKE SDMCTL,62:POKE GRACCTL,2:POKE 752,1
9999 RETURN

```

29 CONTINUED


```

AND x%>=cloudx(t) AND x%<cloudx(t)+3 TH
EN dy%=-dy%:z%=1:SOUND 1,200,15,5
1035 NEXT
1037 IF z%=1 THEN GOTO 1060
1040 LOCATE x%,y%
1050 PRINT CHR$(INT(193+4*RND(1)))
1060 b=b+1:IF b=3 THEN GOSUB 1500:b=0
1499 RETURN
1500 '**** Move Bailiff ****
1510 bailiff=bailiff+1:IF bailiff=30 TH
N LOCATE bailiff,6:PRINT CHR$(32):CHR$(3
2):CHR$(11):CHR$(8):CHR$(32):bailiff=1
1520 LOCATE bailiff,6:PRINT bailiff$
1530 PEN 3:LOCATE bailiff+2,6:PRINT head
$
1540 PEN 0
1550 Poun%=Poun%-1:PEN 2:LOCATE 2,3:PRIN
T"#";Poun%:SOUND 2,1,5,15
1560 IF Poun%<1 THEN GOTO 4000
1570 PEN 0:b=0
1599 RETURN
2000 '**** Move Stretcher Team ****
2010 LOCATE man%,23:PRINT CHR$(32):CHR$(
9):CHR$(9):CHR$(32):CHR$(10):CHR$(8):CHR
$(32):man%=man%-1
2020 LOCATE man%,23:PEN 3:PRINT top$

2030 LOCATE man%,24:PEN 0:PRINT bottom$
2035 RETURN
2040 LOCATE man%,23:PRINT CHR$(32):CHR$(
8):CHR$(10):CHR$(32):CHR$(11):CHR$(9):CH
R$(9):CHR$(32):man%=man%+1
2060 LOCATE man%,23:PEN 3:PRINT top$
2070 LOCATE man%,24:PEN 0:PRINT bottom$

2999 RETURN
3000 '**** Collisions? ****
3010 IF x%>=bailiff AND x%<(bailiff+3 TH
N scf%=1:SOUND 2,16,20,15,1,10
3020 dy%=-dy%
3999 RETURN
4000 '**** Lose A Life ****
4010 lives%=lives%-1:IF lives%<1 THEN GO
TO 9000
4015 PEN 2:LOCATE 18,2:PRINT"MEN":lives%

4020 PEN 2:LOCATE 15,12:PRINT"AAARGH !":
SOUND 1,1500,15,15,5,5,12
4030 FOR t=1 TO 400:NEXT
4100 ll%=0:Poun%=200:man%=15
4110 GOTO 30
4500 '**** Score ****
4505 sc%=sc%+Poun%
4510 PEN 3
4520 LOCATE 2,2:PRINT"1UP ":sc%
4530 doll%=100:Poun%=200
4535 PEN 2:LOCATE 2,3:PRINT"#":Poun%:LOC
ATE 30,3:PRINT"$":doll%
4540 screen%=screen%+1
4590 RETURN
5000 '**** Characters ****
5010 SYMBOL AFTER 139
5020 SYMBOL 193,2,5,10,140,80,36,216,192
5030 SYMBOL 194,192,220,32,80,142,144,24
5040 SYMBOL 195,130,68,36,28,42,75,83,0
5050 SYMBOL 196,6,230,24,23,48,72,140,0
5060 SYMBOL 140,238,0,187,0,238,0,187,0
5070 SYMBOL 197,63,127,127,255,255,127,6
3,14
5080 SYMBOL 198,12,190,191,223,255,255,2
51,112

```

```

5090 SYMBOL 199,56,124,126,254,252,248,1
12
5095 SYMBOL 207,0,0,0,0,60,126,126,255
5100 SYMBOL 200,62,88,170,95,182,120,60,
24
5120 SYMBOL 202,60,94,33,221,247,15,126,
60
5125 SYMBOL 203,126,118,247,251,60,118,1
02,119
5130 SYMBOL 204,0,0,0,255,127,128,0,0
5140 SYMBOL 205,126,110,239,223,60,110,1
02,238
5145 SYMBOL 206,0,0,0,255,254,1,0,0
5150 SYMBOL 208,62,88,170,95,178,110,56,
128
5160 SYMBOL 209,252,42,21,255,255,143,4,
7
5170 '**** Set character strings ****
5180 bottom$=CHR$(203)+CHR$(9)+CHR$(9)+C
HR$(205)
5190 top$=CHR$(200)+CHR$(10)+CHR$(204)+C
HR$(206)+CHR$(11)+CHR$(202)
5200 cloud$=CHR$(197)+CHR$(198)+CHR$(199
)
5210 bailiff$=CHR$(32)+CHR$(209)+CHR$(11
)+CHR$(8)+CHR$(32)+CHR$(207)
5220 head$=CHR$(208)
5999 RETURN
6000 '**** Set Screen Up ****
6020 BORDER,11:PAPER 1:CLS
6030 a$(1)=" "
6040 a$(2)=""
6045 PEN 2:PAPER 0
6050 FOR t=5 TO 25:LOCATE 32,t:PRINT a$(
1):NEXT
6060 FOR t=5 TO 25 STEP 4:LOCATE 32,t:PR
INT a$(2):NEXT
6070 PLOT 1,340,0:DRAW 636,340,0:DRAW 63
6,399,0:DRAW 1,399,0:DRAW 1,340,0
6080 PAPER 1:LOCATE 2,2:PEN 3:PRINT"1UP"
/sc%:LOCATE 30,2:PRINT"HI"/hi%:PEN 2:LOC
ATE 2,3:PRINT"#":Poun%:LOCATE 30,3:PRINT
"$":doll%:LOCATE 18,2:PRINT"MEN":lives
%
6090 PEN 3:FOR t=1 TO screen%:cloudx(t)=
INT(1+26*RND(1)):cloudy(t)=INT(8+5*RND(0
)):LOCATE cloudx(t),cloudy(t):PRINT clou
d$:NEXT
6999 RETURN
8000 '**** Title Screen ****
8005 INK 1,11:INK 2,6:INK 0,0:INK 3,26:M
ODE 1:PAPER 1:CLS
8010 t$="S Y A E S":b$=" K C P R ":yc=2
8020 IF yc=1 THEN yc=2:cy=1 ELSE yc=1:cy
=2
8030 PEN 0:LOCATE 4,7:PRINT"The Cast":PE
N 2:LOCATE 4,8:PRINT"--- ----"
8040 PEN 3:LOCATE 4,10:PRINT top$:PEN 0:
LOCATE 4,11:PRINT bottom$: " ... Fred
& Bill"
8050 LOCATE 5,13:PRINT bailiff$:PEN 3:LO
CATE 7,13:PRINT head$:PEN 0:PRINT " ...
Super Bailiff"
8060 LOCATE 6,15:PRINT CHR$(196): " ...
The Debttter"
8070 PEN 3:LOCATE 5,17:PRINT cloud$:PEN
0:PRINT " ..... The Cloud"
8080 PEN 2:LOCATE 10,20:PRINT"Press i fo
r instructions":LOCATE 10,22:PRINT"Press
any key to Play"
8085 PEN 3:LOCATE 16,yc:PRINT t$:PEN 0:L

```

OCAT
 8090
 8100
 8999
 9000
 9010
 9020
 9035
 9040
 9050
 t+1
 9060
 9999
 1000
 1001
 ,1:F
 1002
 1003
 e ci
 ian

Test
 grow
 built
 they
 You
 you
 tou
 W

10 F
 12 F
 13 V
 15 F
 16 F
 17 F
 18 F
 19 F
 20 F
 21 F
 22 F
 23 F
 T...
 24 F
 26 F
 28 F
 30 F
 32 F
 34 F
 36 F
 38 F
 39 R
 40 F
 41 R
 42 F
 43 R
 44 F
 59 R


```

LOCATE 16,CY:PRINT B$
8090 C$=INKEY$:IF C$="" THEN 8020
8100 IF C$="I" OR C$="I" THEN I=1
8999 RETURN
9000 '**** Game over ****
9010 A$="GAME OVER"
9020 PEN 2:LOCATE 18,2:PRINT"MEN";lives%
9035 PEN 0
9040 IF SC%>HI% THEN HI%=SC%
9050 FOR T=1 TO 9:I$=MID$(A$,T,1):LOCATE
T+14,12:PRINT I$:FOR S=1 TO 200:NEXT
9060 NEXT
9999 GOTO 8
10000 'Instructions
10010 MODE 1:PEN 0:PAPER 1:CLS:LOCATE 14
,1:PRINT"Instructions"
10020 LOCATE 14,2:PRINT"-----"
10030 PRINT:PRINT"Once upon a time in th
e city of London ascertain female Politic
ian who will remain unnamed, became

```

```

Prime Minister of jolly old England.
10040 PRINT"Suddenly jolly old England b
ecame not sojolly as the # went down aga
inst the $."
10050 PRINT"As this happened the People
of England became bankrupt and started
committing suicide."
10060 PRINT"You guide Fred & Bill
the tax collectors left & right with your
joystick to try to bounce the People u
p to SUPER BAILIFF at the top of the scre
en."
10070 PRINT"If you do this you get the t
ax the Person owes you if you don't
before the # reaches 0 then you lose a
life."
10080 PRINT:PRINT:PRINT:PRINT" Pr
ess a key to start"
10090 C$=INKEY$:IF C$="" THEN 10090
10100 RETURN

```

LOW LEVEL

• CBM 64

Test your flying skills as you fly close to the ground to avoid enemy radar, miss buildings and dodge the hostile planes the they swoop down from the sky.

You don't have any weapons system but you do have large fuel reserves. But are you up to facing this ordeal?

Words inside square brackets are

```

10 POKE18025,0:POKE18026,1:POKE18020,0
12 REM ** ENABLE ALL 8 SPRITES **
13 V=53248:POKEV+21,255
15 REM ** SET ALL SPRITES TO MULTICOLOUR MODE **
16 POKEV+28,255
17 REM ** COLOUR ALL SPRITES **
18 POKEV+37,0:REM MULTICOLOUR 1
19 POKEV+38,12:REM MULTICOLOUR 2
20 POKEV+39,15:POKEV+46,15:POKEV+45,15:REM COLOUR SPRITES 0,6,7 LIGHT GREY
21 POKE53280,6:POKE53281,6:REM *** BACKGROUND AND BORDER BLUE ***
22 PRINT"[CLEAR][WHITE]LOW LEVEL WAS WRITTEN BY IAN BROWN."
23 PRINT"GRAPHICS BEING DEFINED AND MACHINE CODE BEING ENTERED.[RIGHT]PLEASE WAI
T..."
24 REM ** DISABLE I/O AND KEYBOARD SCAN **
26 POKE56334,PEEK(56334)AND254:POKE1,PEEK(1)AND251
28 REM ** COPY FIRST 63 CHARACTERS FROM ROM **
30 FORI=0TO63:FORJ=0TO7:POKE12288+I*8+J,PEEK(53248+I*8+J):NEXTJ:NEXTI
32 REM ** ENABLE I/O AND KEYBOARD SCAN **
34 POKE1,PEEK(1)OR4:POKE56334,PEEK(56334)OR1
36 REM ** COPY IN PROGRAMMABLE CHARACTERS FROM DATA STATEMENTS **
38 FORI=1TO13:READCHAR:FORJ=0TO7:READNO:POKE12288+CHAR*8+J,NO:NEXTJ:NEXTI
39 REM ** CLEAR MEMORY FOR THE SPRITES **
40 FORX=0TO129:POKE832+X,0:NEXTX
41 REM ** COPY IN PLANE CONTROLLED BY PLAYER FROM DATA STATEMENTS **
42 FORX=0TO34:READQ:POKE832+X,Q:NEXTX
43 REM ** COPY IN ENEMY PLANE FROM DATA **
44 FORX=0TO34:READQ:POKE896+X,Q:NEXTX
59 REM *** SET CHAR MEMORY POINTER TO MEM. 12288 ***

```

converted Commodore graphic symbols. For instance [CLEAR] means press SHIFT and CLR/HOME key.

The ^ symbol, which appears in a number of lines, is the up-arrow ↑ (just to the left of the restore key).

• Ian Brown

LOW LEVEL

```

60 POKE53272,(PEEK(53272)AND240)+12
69 REM *** ENABLE MULTICOLOUR MODE PROG. CHARS. ***
70 POKE53270,PEEK(53270)OR16
71 POKE53282,11:REM MULTICOLOUR 1
72 POKE53283,0: REM MULTICOLOUR 2
79 REM ** POKE DATA FOR M/C SCROLLING ROUTINE INTO MEMORY **
80 FORX=0TO97:READQ:POKE16384+X,Q:NEXTX
84 REM ** POKE DATA FOR M/C ROUTINE MOVING ENEMY PLANE 1 INTO MEMORY **
85 FORX=0TO49:READQ:POKE16500+X,Q:NEXTX
89 REM ** POKE DATA FOR M/C ROUTINE MOVING ENEMY PLANE 2 INTO MEMORY **
90 FORX=0TO89:READQ:POKE16600+X,Q:NEXTX
94 REM ** POKE IN M/C ROUTINE MOVING ENEMY PLANES 3 AND 4 INTO MEMORY **
95 FORX=0TO89:Q=PEEK(16600+X):P=Q:IFQ=4THEN100
96 IFQ=5THEN102
97 IFQ=90THEN104
99 POKE16700+X,Q:POKE16800+X,P:NEXTX:GOTO107
100 IFPEEK(16601+X)=208THENQ=6:P=8
101 GOTO99
102 IFPEEK(16601+X)=208THENQ=7:P=9
103 GOTO99
104 IFPEEK(16601+X)=70THENQ=91:P=92
105 GOTO99
107 POKE16714,8:POKE16716,8:POKE16723,247:POKE16739,8:POKE16744,140
108 POKE16814,16:POKE16816,16:POKE16823,239:POKE16839,16:POKE16844,180
109 REM ** POKE IN M/C ROUTINE MOVING ENEMY PLANE 5 INTO MEMORY **
110 FORX=0TO49:Q=PEEK(16500+X):IFQ=2THEN113
111 IFQ=3THEN115
112 POKE16900+X,Q:NEXTX:GOTO118
113 IFPEEK(16501+X)=208THENQ=10
114 GOTO112

115 IFPEEK(16501+X)=208THENQ=11
116 GOTO112
118 POKE16914,32
119 POKE16916,32
120 POKE16923,223
121 POKE16939,32
122 POKE16944,155
124 REM ** POKE IN M/C CONTROL ROUTINE FROM DATA **
125 FORX=0TO36:READQ:POKE17000+X,Q:NEXTX
127 REM ** POKE IN M/C ROUTINE MOVEING PLANE CONTROLLED BY PLAYER FROM DATA **
128 FORX=0TO93:READQ:POKE17100+X,Q:NEXTX
129 REM ** POKE IN M/C ROUTINE CHECKING FOR COLLISIONS FROM DATA **
130 FORX=0TO27:READQ:POKE17200+X,Q:NEXTX
132 REM ** POKE IN M/C ROUTINE MAKING PLANE ENGINE SOUND EFFECT **
133 FORX=0TO37:READQ:POKE17300+X,Q:NEXTX
138 GOTO747
173 REM *** SET UP BACKGROUND ***
174 PRINT"[CLEAR][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][c
4] @[[\
175 PRINT"[c 4] @[[\ @[[\ ]^^^ @[[\ @[[\
176 PRINT"[c 8] ]^^^ ]^^^ ]^^^ $&' $&' ]^^^ $&' ]^^^"
177 PRINT"[c 6] ]^^^ ]^^^ ]^^^ # # ]^^^ # ]^^^"
178 PRINT"[c 6])_!?!)_!?!)_!?!)))(())())_!?!)))(())_!?!)"
179 PRINT"[DOWN]"
180 PRINT"[CYAN] ) ))) ) ) [GREEN] ) ))) ) ) ))) )"
181 PRINT"[CYAN] ) ) ) ) ) [GREEN] ) ) ) ) )"
182 PRINT"[CYAN] ) ) ) ) ) [GREEN] ) ) ) ) )"
183 PRINT"[CYAN] ) ) ) ) ) [GREEN] ) ) ) ) )"
184 PRINT"[CYAN] ))) ))) ) [GREEN] ))) ))) ) ))) ))) [UP][UP][UP][UP][U
P][UP][WHITE]"
185 REM ** COLOUR 4 CHARACTER SPACES AT THE RIGHT OF THE SCREEN **
186 POKE55855,15:POKE55815,15:POKE55775,11:POKE55735,11
187 REM ** CONTROL VERTICAL STARTING DIRECTION OF SPRITES 2,3,4 **
189 POKE18010,0:POKE18011,0:POKE18012,222
197 REM ** SET SPRITE POINTERS TO THE AREAS OF MEMORY WHICH CONTAIN THE DATA **
198 POKE2040,13:POKE2046,13:POKE2047,13:REM SPRITES 0,6,7,BLOCK 13
199 FORX=1TO5:POKE2040+X,14:NEXTX:REM SPRITES 1 TO 5 ,BLOCK 14
200 REM ** POSITION SPRITES FOR START **

```



```

201 POKE53248,60:POKE53249,70:REM SPRITE 0
202 POKE53264,126:POKE53250,100:POKE53251,70:REM SPRITE 1
203 POKE53252,255:POKE53253,110:REM SPRITE 2
204 POKE53254,100:POKE53255,55:REM SPRITE 3
205 POKE53256,170:POKE53257,85:REM SPRITE 4
206 POKE53258,125:POKE53259,100:REM SPRITE 5
207 POKE53260,0:POKE53261,176:REM SPRITE 6
208 POKE53262,220:POKE53263,176:REM SPRITE 7
249 REM ** CLEAR COLLISION DETECTION LOCATIONS **
250 POKEV+30,255:K=PEEK(V+30):POKEV+31,255:K=PEEK(V+31)
699 REM ** CALL M/C ROUTINES, INCREASE SCORE AND CHECK IF LIFE LOST **
700 SYS17000:IFPEEK(18020)>0THEN700
701 IFPEEK(18026)<>0THENS=S+1:PRINT"[UP]    SCORE ";S:GOTO700
702 REM ** LIFE LOST **
703 POKE18026,1
704 REM ** SOUND EFFECT **
706 POKE54296,15:POKE54295,0
707 W=54272:POKEW+6,0:POKEW+5,12:POKEW+1,20:POKEW+4,129:FORN=1TO2200:NEXTN
708 POKEW+4,0
734 IFPEEK(V+21)=255THENPOKEV+21,191:GOTO174
735 IFPEEK(V+21)=191THENPOKEV+21,63:GOTO174
736 IFS>HTHENH=S
738 PRINT"[HOME][WHITE][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]GAME OVER"
739 FORX=1TO4000:NEXTX
746 REM ** TITLE SCREEN **
747 POKEV+21,192:POKEV+16,64:PRINT"[CLEAR][DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]
LOW LEVEL"
748 POKE2046,13:POKE2047,13:POKEV+14,74:POKEV+15,70
749 POKEV+12,10:POKEV+13,70
750 PRINT"[DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]
RIGHT][RIGHT][RIGHT][RIGHT][YELLOW]HIGH SCORE[WHITE]";H
752 PRINT"[DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]
RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][YELLOW]LAST SCORE[WHITE]";S
754 PRINT"[DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]
RIGHT][YELLOW]USE JOYSTICK IN PORT 2"
756 PRINT"[DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]
RIGHT]OR THE FOLLOWING KEYS:[DOWN]"
758 PRINTSPC(15)"[WHITE]A[YELLOW] = UP"
760 PRINTSPC(15)"[WHITE]Z[YELLOW] = DOWN"
762 PRINTSPC(15)"[WHITE]N[YELLOW] = LEFT"
764 PRINTSPC(15)"[WHITE]M[YELLOW] = RIGHT[WHITE]"
766 PRINT"[DOWN]AFTER BOMBING AN ENEMY INSTALLATION YOU ARE RETURNING HOME,OUT O
F ";
768 PRINT"AMMO BUT HIGH ON FUEL. YOU MUST FLY LOW OVER THE CITY SO AS TO ";
770 PRINT"KEEP UNDER THE ENEMY RADAR.      AVOID THE SUICIDAL ENEMY PLANES WHICH";
772 PRINT"      FLY DIRECTLY IN YOUR PATH AND WATCH OUT FOR THE TOPS OF THE";
774 PRINT" SKYSCRAPERS."
776 PRINT"[DOWN]";SPC(6);"[YELLOW]PRESS SPACE OR FIRE TO START[HOME]";S=0
777 IFPEEK(197)=60ORPEEK(56320)=111THEN780
779 GOTO777
780 FORX=0TO13:POKEV+2+X,0:NEXTX:POKEV+21,255:GOTO174
999 REM ** DATA FOR FLATS **
1000 DATA 0,255,191,175,171,169,169,169,169: REM @
1001 DATA 27,255,255,255,255,85,85,105,105: REM [
1002 DATA 28,192,240,252,255,85,85,105,105: REM \
1003 DATA 29,169,169,169,169,169,169,169,169: REM ]
1004 DATA 30,85,85,105,105,85,85,105,105: REM ^
1005 DATA 31,169,233,249,255,255,255,255,255: REM _
1006 DATA 33,85,85,85,255,255,255,255,255: REM !
1009 REM ** DATA FOR PALM TREES **
1010 DATA 35,8,8,8,8,8,8,8,8: REM #
1011 DATA 36,0,0,3,15,63,252,240,195: REM $
1012 DATA 38,0,48,63,255,252,63,255,200: REM &
1013 DATA 39,0,0,192,240,252,63,15,195: REM '
1014 DATA 40,251,251,251,234,255,255,255,255: REM (
1015 DATA 41,255,255,255,255,255,255,255,255: REM )
1019 REM ** DATA FOR PLANE CONTROLLED BY PLAYER **

```


LOW LEVEL

```

1020 DATA 65,80,0,144,84,0,165
1021 DATA 85,80,170,170,148,170,170
1022 DATA 169,170,85,170,170,85,170
1023 DATA 85,85,85,1,84,0,1
1024 DATA 80,0,1,64,0,0,0
1029 REM ** DATA FOR ENEMY PLANES **
1030 DATA 0,5,65,0,21,7,5
1031 DATA 85,95,23,255,255,127,255
1032 DATA 255,255,85,255,255,85,255
1033 DATA 85,85,85,0,21,64,0
1034 DATA 5,64,0,1,64,0,0
1039 REM ** DATA FOR M/C SCROLLING ROUTINE **
1040 DATA 173,144,5,141,80,70,173,184,5,141
1041 DATA 81,70,173,224,5,141,82,70,173,8
1042 DATA 6,141,83,70,173,48,6,141,84,70
1043 DATA 162,1,189,144,5,157,143,5,189,184
1044 DATA 5,157,183,5,189,224,5,157,223,5
1045 DATA 189,8,6,157,7,6,189,48,6,157
1046 DATA 47,6,232,224,40,208,221,173,80,70
1047 DATA 141,183,5,173,81,70,141,223,5,173
1048 DATA 82,70,141,7,6,173,83,70,141,47
1049 DATA 6,173,84,70,141,87,6,96
1050 REM ** DATA FOR M/C ROUTINE MOVING ENEMY PLANE 1 **
1051 DATA 206,2,208,173,2,208,201,0,208,38
1052 DATA 173,16,208,41,2,201,2,208,16,173
1053 DATA 16,208,41,253,141,16,208,169,255,141
1054 DATA 2,208,76,164,64,173,16,208,9,2
1055 DATA 141,16,208,169,100,141,2,208,96,96
1059 REM ** DATA FOR M/C ROUTINE MOVING ENEMY PLANE 2 **
1060 DATA 206,4,208,173,4,208,201,0,208,38
1061 DATA 173,16,208,41,4,201,4,208,16,173
1062 DATA 16,208,41,251,141,16,208,169,255,141
1063 DATA 4,208,76,8,65,173,16,208,9,4
1064 DATA 141,16,208,169,150,141,4,208,173,90
1065 DATA 70,201,0,208,17,206,5,208,173,5
1066 DATA 208,201,50,240,1,96,169,1,141,90
1067 DATA 70,96,238,5,208,173,5,208,201,120
1068 DATA 240,1,96,169,0,141,90,70,96,96
1069 REM ** DATA FOR M/C CONTROL ROUTINE WHICH CALLS ALL OTHER ROUTINES **
1070 DATA 32,116,64,32,216,64,32,60,65,32
1071 DATA 160,65,32,4,66,238,100,70,32,204
1072 DATA 66,173,100,70,201,16,208,8,32,0
1073 DATA 64,169,0,141,100,70,96
1079 REM ** DATA FOR M/C FOR MOVING PLANE CONTROLLED BY PLAYER **
1080 DATA 32,148,67,173,0,220,201,126,240,32
1081 DATA 201,125,240,44,201,119,240,44,201,123
1082 DATA 240,56,173,197,0,201,10,240,13,201
1083 DATA 12,240,25,201,36,240,25,201,39,240
1084 DATA 37,96,206,1,208,173,1,208,201,49
1085 DATA 208,5,169,50,141,1,208,96,238,1
1086 DATA 208,96,238,0,208,173,0,208,201,61
1087 DATA 208,5,169,60,141,0,208,96,206,0
1088 DATA 208,173,0,208,201,49,208,245,169,50
1089 DATA 141,0,208,96
1099 REM ** DATA FOR M/C ROUTINE CHECKING FOR COLLISIONS **
1100 DATA 173,31,208,41,1,201,1,240,10,173
1101 DATA 30,208,41,1,201,1,240,1,96,169
1102 DATA 0,141,100,70,141,106,70,96
1109 REM ** DATA FOR M/C ROUTINE MAKING PLANE ENGINE SOUND EFFECT **
1110 DATA 169,0,141,4,212,169,55,141,6,212
1111 DATA 169,4,141,24,212,169,150,141,5,212
1112 DATA 169,6,141,1,212,169,200,141,0,212
1113 DATA 169,33,141,4,212,76,48,67

```

READY.

SEND US YOUR GAMES!



Have you written a games program that you'd like to see printed within C&VG? You have? Then fill in this form and rush it to us at Computer & Video Games, Program Listings, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We pay £25 for each listing we print — so get your game to us today!

We'd also like you to send us a photograph of yourself — it doesn't matter how silly you look — so we can feature your smiling face alongside your listing and make you REALLY famous. Money and fame — what more could you ask for?

Please fill in the form below carefully so we know exactly what's going on in your game. And please include full instructions and program details along with your tape. Don't forget to keep a copy of your game for yourself. We're afraid that we can't return your tapes to you.

Talking of tapes — that's how we'd like you to send your games in to us. On tape or disc — with a listing if you have a printer.

Lots of our readers have been asking just what happens to their games when they arrive at C&VG. Well, we send them out to our team of hard working reviewers who let us know just what they think of your game. If they like it, your tape will go into our "to be

published" files. And that's where the waiting starts. We receive several hundred tapes each month — and loads of them are printable. So it can take quite a while to see your game in print. But we like to think that it's worth the wait!

And starting here and now you could become C&VG's Programmer of the Year — which we'll judge at Christmas time. So you could get an unexpected Christmas bonus. And don't worry those of you who already have had programs printed — you'll be eligible too!

Program name:

Machine make: Model

Other models it should run on: Number of K needed to run it:

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it:

Author's Christian name: Surname

Address:

Tel: Date

Type of game: (If original please say so)

Loading instructions

Game instructions: (If not included in the listing)

Office use only

Date received:

Evaluator's comments

Acknowledgement sent: ☐

Good enough to publish ☐

Name of evaluator:

Needs some tidying up ☐

Date sent out:

Not worth publishing ☐

Date due back:

Same game already published on this micro ☐

Needs to be returned to author for alterations: Date sent:

Wouldn't load ☐

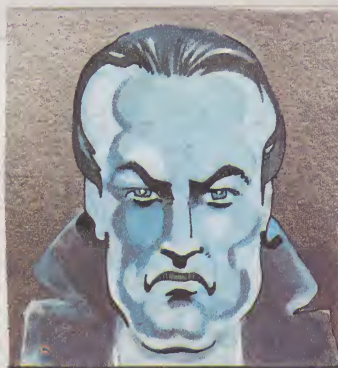
Due to be published in issue of magazine:





Each and every one of these listings has been tested by our reviewers and checked by the Bug Hunters at IDEAS CORP's Program Research HQ. But if you have problems with the listings in this Book of Games don't forget that the Bug Hunters can be contacted on 01-251-6222 every TUESDAY. Big Red, Otiss, X and B-Con will be waiting to deal with your calls in their own particular style. And remember IDEAS CORP are always on the look out for wonderful new listings for all the major micros. So if you have a game you reckon can pass the Bug Hunter's tough tests then why not send it to C+VG? You'll find the special software form inside this book. Plenty of credits go to the best games...

WARNING
HAVE YOU SEEN
THIS MAN



HIGHLY DANGEROUS
WANTED FOR
TREACHERY